DRAGON
ECLIPSE
PERILOUS SEAS
ADVENTURE JOURNAL

Dragon Eclipse: Perilous Seas adds two Scenarios meant to be played during the base game Campaign. They introduce new Mystling species and new areas to explore: port towns, an archipelago tormented by unsettling events, and a volcano on the verge of explosion.
Additionally, the expansion adds more Equipment cards to the game, increasing the variety of the deck and focusing on their synergy with the Mystlings Elements.
All cards in this expansion are marked with **PS**.

Component list

- 7 Ability cards
- 42 Action cards
- 7 Arena cards
- 8 Enemy ability cards
- 18 Equipment cards
- 7 Portrait cards
- 8 Secret cards
- 8 Stat cards
- 7 Taming cards
- 7 Tier cards
- 2 Worldmap cards
- 1 Adventure Journal
- 7 Dividers
- 1 Location Book
- 2 Mystling Encyclopedia Cardholder pages (only in the Special Edition of the game)
- 8 Standees (Miniatures in the Special Edition of the game)

Expansion setup

To add Scenarios to the game, resolve the following steps at the beginning of the campaign:

- Place base game **Worldmap card**s **16** and **17** behind the *Removed* divider.
- Add Perilous Seas **Worldmap card**s **16** and **17** (marked with **PS**) to the **Worldmap card**s from the base game – you will use them in place of the removed cards.
- Place all Mystling-related cards behind their corresponding dividers.
- Add Arena, Secret, and Tier cards to the corresponding decks from the base game.

To add new Equipment cards to the game, shuffle the Equipment cards from this expansion into the base game Equipment cards.
You don't have to add new Equipment cards to add Scenarios, and vice versa.

Mystlings from this expansion can be used in PvP and Roguelite mode.

Credits

Dedicated to the memory of Łukasz Orwat, the best of us. May we meet again.
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RESTLESS VOLCANO

Introduction

This is Golsville, Alvin's hometown. You have arrived here, alarmed by Alvin's words about Gols, a restless volcano that recently awoke and began to threaten the local community. Or at least this is what Alvin's mother wrote in her last letter.
You look up and see the peak of the volcano surrounded by clouds of dark smoke which portends an imminent disaster. It makes you wonder. Volcanoes wake up for natural reasons, but in these turbulent times there could be more causes to that. What if another portal to the Shadow Realm has appeared there and disturbed the natural balance? Definitely, the matter calls for a thorough investigation.

Hints

Combat: Powerful and Enemy.
Other: Having Golomo on this Scenario might be useful.
Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – read on:

- Choose 2 Mystlings to accompany you during this Scenario.
- Perform the Deck Construction.
- Go to Script M1.

M1

The news about the awoken volcano has spread, and it is difficult to find a seafarer brave enough to sail in the direction of Golsville. Eventually, you find an intrepid sailor who decides to take you there, bent on earning even more money from evacuees.

It appears now that he has a good idea. When you moor the boat after a relatively safe passage, the pier almost immediately fills with hurrying groups of frightened evacuees. Everyone is determined to get aboard as fast as possible, and no one wants to talk to you. Resigned, you elbow your way through the throng, and once you are out, you see one more pair of breathless, sweating evacuees running for dear life with their heavy suitcases.

"Stop the ship," they yell. "Please, help us. Don't let them sail away!"

Choose one:

- **Stop the ship** – *They must be in a hurry and you will most likely find someone else to talk to.* Gain 1 Fatigue. Go to Script M5.
- **Don't stop the ship** – *There will certainly be another ship, and you need information about what is going on in the town.* Go to Script M10.

M2

The most prominent part of the town is its seaside hotel, a cozy building with a terrace, overlooking the pebbly beach and the bubbling, stream-shrouded surface of hot springs. As you step inside, you see the reception and a board with reviews left by guests. A few holidaymakers are sitting at a table and playing cards.

Choose one:

- **Approach the reception desk** – go to Script M6.
- **Approach the card players** – go to Script M8.
- **Approach the review board** – go to Script M11.
- **Rest in a hotel room** – discard 2 Silver or to discard 1 Fatigue. Continue the Exploration.
- **Leave** – continue the Exploration.

M3

"This is my entire life," says William, showing the interior with a wide gesture, his eyes glinting. "I truly love this hotel, and sometimes I even think that it loves me back."

He giggles.

"I used to work as a medical doctor in a bigger town, but I wasn't happy there," he admits. "I needed space; I needed silence. I moved here in the hope of a more peaceful life, I saw this abandoned building, and I suddenly knew what I wanted to do with the rest of my life. I invested all my savings in rebuilding the place into a seaside hotel, and I couldn't be happier with the outcome. Of course, I am still a medic, so once in a while, I help in the local infirmary, but now that I have the hotel, the medical career seems much less tempting."

– Go to Script M6.

M4

The towering volcano is shrouded in dark clouds, and as you look closer, you see it belching out more and more smoke. You are not surprised that the townsfolk are at least disturbed, if not panicking. Some of them pack their belongings and hastily leave for the pier, others board up their windows and stock up on food to survive the worst. You hear nothing but alarmed shouts and orders, and the air is heavy with the smell of fear and smoke.

Despite it being midday, the tavern is closed. There is a lone man napping on a bench close to the entrance. He looks like a regular patron, so you shake his arm to wake him up and ask some questions. He mumbles a few words under his breath, but despite your efforts, doesn't open his eyes.

A passer-by stops to look at you.

"Hey." He waves to you. "Forget that sleepy head. Even the end of the world is not gonna wake him up, and we've got one coming up to prove the theory. Since you don't know that, you are not from here, are you?"

You admit to having just arrived there and ask the man what the mess is about.

"My name is Bormin," he says. "Remember my name because I am the only one who saw this crisis coming. The volcano is about to erupt."

Hint! *You must discover why the volcano is active. It is not easy to find anyone willing to spare a moment to talk to you, but every small town is full of people eager for a listener, right?*

– Open **Map 52**.
– Place **Secret 85** face down in the Event slot. Set to 2 – *Time in this scenario is precious. If you linger, you may not have enough of it to discover the reasons for the volcano's sudden activity.*
– Begin the Exploration.

M5

You wave to the captain to make him wait before raising the anchor. He obeys and you watch the two people reach the ship in time. The woman jumps aboard, and the man stops to hand you a small purse.

"Thank you," he whispers with relief. "I would love to help you back, but I have no time. If you seek answers, stranger, head for the center of the town."

– Gain 1 Silver.
– Go to Script M4.

M6

There is a young man at the reception desk, possibly the manager, doing his best to calm down an elderly couple, visibly disturbed by the events in the town. You don't want to interrupt, so you approach an armchair with a gray cat sprawled on it. You pet the cat and wait for the conversation to be over.

The hotel manager jokes, bursts out laughing, and tries to belittle the gravity of the situation. His confidence eventually makes the elderly people calm down, and they take the key to return to their room.

Seeing the opportunity, you come up to the reception desk. The man smiles.

"My name is William, and I am the hotel manager," he says. "What can I do for you?"

Choose one:

- **Ask him why he settled down here** – go to Script M3.
- **Ask him how he built the hotel** – go to Script M14.
- **Ask him about patient** (requires **token A** in **slot I**) – go to Script M17.
- **Offer your help** (only if there is **no** in front of you); *there is always too much cleaning to do in every hotel* – to gain 1 Silver.
- **Leave** – continue the Exploration.

M7

If **slot I** is **empty**, go to Script M41.

Otherwise, read on:

You enter the infirmary and see a handful of beds, most of which are empty. There are two patients here – one of them is almost entirely wrapped in bandages, and his neighbor, who visibly sustained much less serious injuries, is reading a book. You also see a bustling nurse and Noreena herself.

Choose one:

- **Heal your injuries** – . Heal 2. Continue the Exploration.
- **Talk to the nurse** – go to Script M52.
- **Talk to Noreena** – go to Script M91.
- **Talk to the injured reader** – go to Script M12.
- **Leave** – continue the Exploration.

M8

If at least 2 are in front of you, go to Script M86.

Otherwise, read on:

A few people are playing cards. They laugh too loudly and pretend at being in a joyful mood, but they are not, judging by their frightened or empty eyes. In your view, they act like the volcano was not a threat.

"Hey, stranger," one of them calls. "Why don't you join us?"

Choose one:

- **Play with them** – go to Script M43.
- **Ask them if they are not afraid of the eruption** – go to Script M32.
- **Leave them** – go to Script M2.

M9

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .

6 or less	*It takes some effort but you manage to calm down the mystlings.*	Gain 1 Fatigue. Gain 1. Place **token A** in **slot III**. Go to Script M60.
7	*You get slightly burned, but you manage to calm the mystlings down.*	Gain 1. Place **token A** in **slot III**. Go to Script M60.
8	*You easily calm the mystlings down.*	Place **token A** in **slot III**. Go to Script M60.
9 or more	*It takes some effort but you manage to calm down the mystlings.*	Gain 1 Fatigue. Gain 1. Place **token A** in **slot III**. Go to Script M60.

M10

The ship leaves, and it is too late for the running couple to embark on it. You approach them, but their grumpy faces tell you that they are not too eager to talk.

"I knew we would be late," the woman despairs. "Do you know when another ship will arrive?"

You honestly admit that you have no idea, and you ask them what is going on in the town.

"Not much," the man snaps. "Except that we are bound to see a life-threatening disaster pretty soon. If you want to find out more, go to the center of the town. Now, leave us alone."

"We're returning to the hotel," the woman adds. "Hopefully, not for too long."

- Place a in front of you – *The couple stays on the island.*
- Go to Script M4.

M11

You approach the review board and read the small notes pinned there. Most of them describe the hotel and its amenities, for instance:

1. *A nice place to stay, and the food is delicious. The local water springs indeed have healing properties. We recommend it wholeheartedly, and we send our greetings to the cat.*
2. *The volcano is about to erupt which only makes the place more awesome!*

In the corner of the board, you notice a tattered, dirty piece of paper. There is no review there. Somebody only scribbled "7" there, circled it, and put a question mark next to it.

You can comment on any of those.

Choose one:

- **Comment on the review of the hotel** – *The best resort I have been to. The best service and a unique experience.* Go to Script M2.
- **Comment on the review with the volcano** – *We should all stay calm. The volcano is not going to erupt. We are not here to get upset.* Go to Script M2.
- **Write a new, honest review** – *A resort like many others. Nothing truly spectacular. I wanted to enjoy the healing waters, but the constant talk of the eruption messed up my stay.* Go to Script M2.
- **Leave** – go to Script M2.

M12

If you **have** the *Ripe Nuts* Item, go to Script M16.

Otherwise, read on:

"My name is Josh," the patient says. "I am a researcher, but I got badly burned. It was a fire mystling, you know? I was examining its ways, but I wasn't careful enough. I wish I had been, though, because the pain is unbearable. I would be glad to tell you all about it, but... Uhm, can you please bring me something to eat? Something crispy? A bag of nuts, maybe? It may help me forget the pain for a while, and I have no idea how long I will stay here."

- Continue the Exploration.

M13

Hidden script

If **token A** is in **slot III**, *Nobody answers the door;* continue the Exploration.

Otherwise, read on:

As you stroll among the houses, you notice a door with Alvin's family name on it. You're sure that the chaos in the town makes it a bad time to pay anyone a visit, but you have no choice, so you knock on the door. It opens, and you see a surprised woman in the doorway. Her face lights up when you mention Alvin's name.

"Oh, do come inside," she says. "So, you two are friends? Is Alvin all right? Why hasn't he been in touch? Does he eat well? Is he planning to visit?"

Her face gets dark.

"Or I'd rather he wasn't. The volcano makes the place perilous and chaotic. I, too, plan to leave."

You patiently answer all her questions and leave her soon after that.

- Gain 1 Item.
- Place **token A** in **slot III**.
- Continue the Exploration.

M14

"The water from under the volcano is salty, hot, and rich in minerals," William tells you. "And I have discovered that it also has healing properties. I invested all my savings in the hotel to make it a booming business, but Noreena has recently ruined my plans. She keeps talking about evacuating the entire island, and my guests flee. What is more, the news has spread, and nobody wants to come here anymore. I am facing bankruptcy!"

- Go to Script M6.

M15

Time is what you need the most, and it passes way too quickly. The panic in the town is slowly building up. Two men are fighting over a cart, and someone hurls abuse at the thief who stole his traveling chest. A girl cries, looking for her mother. The road to the haven is full of refugees who carry their belongings there, ready to wait day and night for the first ship to arrive. Every now and then, someone looks at the top of the volcano and gasps as the black smoke around it spreads wider and wider.

Ironically, the tavern has opened.

- Gain 2.
- Place a in front of you.
- Place **Secret 85** face down in the Event slot. Set to 2.
- Continue the Exploration.

M16

The man thanks you wholeheartedly and admits that he has never ever eaten crispier, tastier nuts.

"The mystling I researched is called a Frogmar," he adds, swallowing. "They have a sort of container on their backs, you know? It is filled with a boiling, sticky substance which is flammable, as I have learned."

- Discard the *Ripe Nuts* Item.
- Place a in front of you – *You have learned an interesting fact about Frogmar.*
- Go to Script M7.

M17

If a is in front of you, go to Script M78.

Otherwise, read on:

You tell William that you would like to know more about the condition of Noreena's son.

"And who are you, actually?" he asks, frowning. "And who sent you here?"

Choose one:

- **You tell him that Noreena has sent you** – go to Script M19.
- **You say that it doesn't matter. He is a doctor, and he should help us** – go to Script M23.
- **You say that the name is not important. What matters is that you can help save the resort** – go to Script M25.

M18

He tells you about the meeting in the town center. Noreena, who is regarded as the leader of the community, gave a captivating speech to motivate all the people to flee the island. Her appeal was interrupted by William, the local doctor, who advised everybody to stay calm and wait the crisis out on the island. A stormy argument between the two was brewing when a messenger appeared and said that Noreena's son had been injured.

"This is why he is in hospital," he says. "And this is why Noreena hasn't left the island yet."

- Go to Script M20.

M19

"There are limits to what I can do," William says. "I have dressed her son's wounds, and now we can only wait for him to get better. There is nothing more I can tell you. Now, I must run. I have my hotel to save. That place is my whole life, and I can't let it collapse. Noreena has already impaired my business by this constant talk about the eruption and evacuation. I receive fewer and fewer visitors, and I fear that soon I will lose my business."

- .
- Place a in front of you (if you **don't have** one).
- Continue the Exploration.

M20

If at least 1 is in front of you, go to Script M24.

Otherwise, read on:

You approach the tavern and learn that it is still closed. The patron keeps snoring on a bench but suddenly opens his eyes when you knock.

"Have they opened?" he asks, scratching his disheveled hair.

You shake your head, and the man scowls.

"Not a surprise," he says and stands up, stretching his numb legs. "I have lost hope. That's enough. I am out of here."

Then he gives you another look.

"I haven't seen you around. You must be new here, aren't you? Quite brave of you to come here now. They say the volcano is about to erupt, you know?"

Choose one:

- **Ask him about the recent events** – go to Script M18.
- **Listen to gossip** – go to Script M42.
- **Ask about the volcano** – go to Script M87.
- **Leave** – continue the Exploration.

M21

"It is a small community but abundant in petty conflicts," Francis says. "For instance, Noreena believes that William is going to disturb the unchanging lifestyle of the town and hates him for it. In my opinion, she should focus on her son who does nothing but roam around, sigh, and write poems. He is known to have disappeared for weeks, and he takes to the bottle, too. Once, he got blind drunk and confessed that he writes all those romantic poems in the toilet!"

- Go to Script M24.

M22

The man shows you what there is to buy.

Choose one:

- **Go through his stuff** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Go to Script M24.
- **Leave** – go to Script M24.

M23

William looks outraged by those words.

"Yes, I do attend to the sick and injured, but I must make a living. The infirmary doesn't pay well, and I must run the hotel to remain financially stable. It is a small island, and money-making opportunities are scarce. Perhaps if Noreena didn't talk about the forthcoming eruption all the time, I wouldn't have to spend time trying to persuade my guests to stay, and I could visit the infirmary more often."

- ⌛.
- Place a ◆ in front of you (if you **don't have** one).
- Continue the Exploration.

M24

Some time has passed, and the tavern is open. Inside, you sense an atmosphere of panic, though. There is a man at the bar, but his suitcase is right next to him like he was ready to flee any minute.

"Hey," the bartender says. "My name is Francis. Can I get you something?"

Choose one:

- **Ask him if he has anything to sell** – go to Script M22.
- **Ask him about the local community** – go to Script M21.
- **Ask him if they need a tamer** (only if **slot II** is **empty**) – go to Script M26.
- **Claim the reward** (only if **token B** is in **slot II**) – go to Script M35.
- **Listen to legends and gossip** – go to Script M30.
- **Leave** – continue the Exploration.

M25

You explain that you have come here to find out why the volcano has woken up from its slumber. If you find an unnatural cause for it, you might find a way to stop it, and the island would be saved. In time, the customers would return, therefore you could help one another.

"This sounds fair enough," William admits. "Have you heard about those purple flowers that grow close to the hot springs? I have never used them myself, but I have read that they could speed up healing. Not that we need them very much—the condition of Noreena's son is rather stable. Anyway, if you want to go and pluck a few flowers, be careful. They are easy to confuse with other species. Choose only those with white spots on their petals."

- Flip the token in **slot I** from A to **B**.
- Discard a ◆ (if you have one).
- Continue the Exploration.

M26

"If you are a tamer, I may have a job for you," the man says. "A wide crack has appeared in the town, spewing out lava, and a Flitterspark has been seen around. If the locals discover it, the confusion and panic will grow. Can you please look into it? I may offer a reward for that! I wish Bormin's uncle hadn't disappeared. He had a way with Flittersparks. Once he even bragged that he had found their lair in a dark cave. Yeah, he would be up for the job. Do you think you could handle it?"

A reward is always nice, but the job also offers you a chance to learn something new about the volcano.

- Place **token A** in **slot II** – Something has been noticed around the crack.
- Continue the Exploration.

M27

You bend to pluck the flowers, but their leaves cover tiny thorns that prick your skin and leave itching marks. Upon closer inspection, you don't see any white spots, so they are not the ones you are looking for.

- Gain 2✸.
- Continue the Exploration.

M28

If **token A** is in **slot II**, you may ⧖ to go to Script M33.

Otherwise, read on:

You come across a tiny crack coming from the slope of the volcano, but it doesn't strike you as dangerous. You look around, though, and you think you glimpsed a fleeting shape. Who was that? And is it safe here?

– Continue the Exploration.

M29

You reach the house of Noreena's son. You are thankful for all the instructions because you don't think you would have found the house without them. The house is secluded and somehow blends with the surroundings. You enter it and look around, surprised by the mess inside. There are sheets of paper scattered everywhere on the floor, so finding what you came for may take some time. Think now – where does a writer tend to work?

- **Check the fireplace** – ⧖. Go to Script M31.
- **Check the table in the kitchen** – ⧖. Go to Script M34.
- **Check the bathroom** – ⧖. Go to Script M36.
- **Check the bedroom** – ⧖. Go to Script M45.
- **Leave** – continue the Exploration.

M30

"Have you heard the story of the sword? The legend says it was crafted somewhere here by a mad recluse who was supposed to use it against a dragon, but they got exiled before anyone had a chance to test it in combat. Like in most legends, nobody has actually seen the sword. It was Bormin's uncle's obsession, but the man disappeared while trying to find it. Now Noreena's son is looking for it."

– Go to Script M24.

M31

You inspect the fireplace, but there is nothing on the mantelpiece except a few poems about changing seasons, none of which contain any clues.

– Continue the Exploration.

M32

"Oh, come on!" one of the card players shouts out. "Do play with us!"
When you explain to them that there are more pressing matters to attend to, they all protest.
"It's about the volcano, isn't it?" another one asks. "Why would you worry? If it really were about to erupt, it would have already done it."
"Enjoy the day," the third one adds, and they all burst out laughing, a bit too shrilly for your taste.

– Go to Script M8.

M33

The crack has abruptly grown bigger, and lava bursts out of it, splashed by a Flitterspark. You hold back, but you see the Flitterspark getting ready to attack. Why is it so jumpy? Is there something wrong with the volcano?

Setup Combat using the components below:

- **Arena:** card **52**, Arena **3**.
- **Enemy Flitterspark:** cards **200**, **201**, and **202**.
- 2 **Major Corruption: E**.

– Lock Script M28.
– Close the Adventure Journal and start the Combat.

M34

You are sure that people get creative while eating, but the kitchen appears to be a dead end in your search for clues. There is only one poem on the table, praising the beneficial power of coffee, but you don't find anything else...

– Continue the Exploration.

M35

The man thanks you for your help and offers you a mug of pleasantly smelling herbal tea. You sip it and you feel your strength come back to you.

– Gain 1 Silver.
– Heal 3.
– Flip the token in **slot II** from B to **A**. *You have helped with the Flittersparks.*
– Continue the Exploration.

M36

If you **have Secret 88**, go to Script M98.

Otherwise, read on:

There is a majestic tub in the bathroom which looks perfect for poetic contemplation. Indeed, the floor around it is cluttered with leaves of papers, some of which contain poems. You rummage through the notes, and you triumphantly discover an awkwardly scribbled map of a tunnel leading into the volcano. So, you finally know how to get there. But what about the key to the house? Should you take it back to Noreena's?

– Gain **Secret 88**.

Hint! *When you are ready to enter the volcano, read the Script on this overlay.*

– Continue the Exploration.

M37

You chase the hooded character, but you quickly lose sight of them.

– Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

8 or less	*Tracking the hooded character is nothing but a waste of time.*	. Continue the Exploration.
9	*It takes you a while, but the effort pays. You have caught the runaway.*	. Go to Script M40.
10	*You catch the runaway at the last moment.*	Go to Script M40.
11 or more	*You keep running in circles, and soon you conclude that the investigation is a waste of time.*	. Gain 1 Fatigue. Continue the Exploration.

M38

You gather the flowers which fit the description. The white spots are barely visible, but they are there, for sure. When the brew is ready, Noreena's son should get better quickly.

– Place an in front of you.
– Continue the Exploration.

M39

If **token B** is in **slot I** and you **don't have Secret 86**, go to Script M92.

Otherwise, read on:

The area of the hot springs is overgrown with lots of flowers. You are not a qualified herbalist so you don't know which plants could be beneficial, but at least the place looks cozy enough for you to take a rest.

– You may to gain 2 .
– Continue the Exploration.

M40

You follow the tracks of the hooded character, and eventually, you catch up with them. You yank the hood off, and you discover that it is Bormin. You want to know why he is following Noreena's son, but he acts surprised.

"Who?" he asks. "I am not following anyone. I just happen to be here, and that's it. Now, leave me alone."

Bormin leaves you, acting outraged, but you decide to follow him regardless.

After a few steps, you witness an unexpected scene. Bormin wants to enter his house, but he can't even come close to it. Anytime he tries to approach it, someone throws things at him from inside and forces Bormin to retreat. Is it a family dispute? And if so, why isn't anyone shouting? Has his house been taken over by somebody else? Or something else?

You watch the scene and consider your steps.

Choose one:

- **Help him** – go to Script M44.
- **Look for clues somewhere else** – continue the Exploration.

M41

There is a crying woman at the door of the infirmary, clutching a cold compress. You ask her what has happened to bring her to tears, but she is too broken to talk.

"My name is Noreena," she manages. "My son is badly burned. I warned him against going to that volcano in search of that stupid sword, but he never listened. William, our doctor, has dressed his burns, but then he vanished into that cursed hotel, and I really need his help again! We might have to flee soon, and I wish my son were ready to stand up and walk by then. Is there a way to speed up the healing? William and I are not exactly on friendly terms, so I can't ask him for anything else.".

She sighs.

"Would anybody else know what to do to speed up the recovery?"

– .
– Place **token A** in **slot I**.
– Continue the Exploration.

M42

"You want to know the story of the sword everybody is looking for? It is an ancient one, and it has many variants, but the most popular one says that the sword was crafted by a mad recluse days before the Eclipse. They allegedly wanted to use it against the Dragon Guardians, but they never did. In some versions of the legends, they got exiled too soon, and in others, it was stolen by humans and hidden in the mountains. Some storytellers go as far as to say that the thieves actually wanted to protect the Dragon Guardians from a blade that could be harmful to them."

– Go to Script M20.

M43

If a is in front of you, go to Script M61.

Otherwise, read on:

The card players wish to know what you want to play for, and explain to you that to win, you need to have 11 points.

Choose one:

- **You want to play for money** (spend 1 Silver) – . Go to Script M47.
- **You want to play for the *Ripe Nuts* Item** (if you **don't have** one) (spend 1 Silver) – . Go to Script M51.
- **You want to play for a good item** (spend 2 Silver) – . Go to Script M54.
- **You have second thoughts and leave** – go to Script M2.

M44

You discover a hole on the floor level, big enough for you to squeeze through. The mystling must have used it to get inside. You crawl into the house and see an Eftus. The creature, surprised by your unexpected appearance, takes the first item at hand to hurl it at you. You have no choice but to chase the mystling out of here.

– Perform the Test.

At the end of the Test: For each , each Mystling gains 1.

10 or less	*The Eftus bombards you with items and forces you to retreat. The only remaining option for you is to search Noreena's son's house.*	Gain 2. Continue the Exploration.
11	*You manage to chase the Eftus out, but the creature takes its last chance to hurl a glass object at you.*	Gain 1. Go to Script M48.
12	*You chase the Eftus out easily.*	Go to Script M48.
13 or more	*Unfortunately, the Eftus throws you out, incessantly tossing objects at you. Your only option now is searching Noreena's son's house.*	Gain 2. Continue the Exploration.

M45

There are many poems in the bedroom, including a love poem, but you find no clue where to head next.

– Continue the Exploration.

M46

"I haven't heard that question in years. Everybody seems to worry mostly about their possessions that may soon be devoured by the volcanic lava. Oh, I am so tired, but I cannot stop worrying about my son and the entire town, as well."

– Go to Script M91.

M47

– Perform the Test.

10 or less	*So close... Maybe next time?*	Continue the Exploration.
11	*Perfect!*	Gain 2 Silver. Continue the Exploration.
12 or more	*Maybe next time?*	Continue the Exploration.

M48

After a fierce combat, the Eftus escapes, and you follow Bormin into the house which is a real shambles now – some of the basic furniture is broken, and household objects are scattered on the floor. Exasperated, Bormin slumps down on his rocking chair.

"Thank you for helping me," he says shyly. "And I am sorry for hiding the truth from you but... Why would I have trusted you? No one trusts a new person in a tightly knit community. But now... All right, do you want to know the full story?"

You nod, and Bormin begins.

"As you probably know, my uncle was obsessed with finding a legendary sword. He spent days and days looking for it somewhere around the volcano, and he rarely came back home. He was a really mysterious person, but he slipped once or twice that he had already located the sword but never took it with him for fear the sword could get stolen. Nobody had ever learned why he thought so. Also, nobody knows what has happened to my uncle himself, but he has been missing for a week now."

You also ask what his conflict with Noreena's son was.

"I wanted to scare him to death," he confesses. "Otherwise, he would go looking for that damned sword and vanish, too. All right. I trust you now, tamer, and therefore, I will tell you where exactly my uncle went. But please, solve the mystery of his disappearance. Should you ever find him, you will tell him by the weird scar on his cheek."

- Gain **Secret 88**.

Hint! *When you are ready to enter the volcano, please read the Script on this overlay.*

- Place an in front of you – *Bormin has asked you to figure out what has happened to his uncle.*
- Continue the Exploration.

M49

You bend to pluck the flowers, but their leaves cover tiny thorns that prick your skin and cause hurtful itching. Upon closer inspection, you don't see any white spots, so they are not the ones you are looking for.

- Gain 2.
- Continue the Exploration.

M50

You follow a long, dark tunnel.

If you **have** a in front of you – *You remember to keep on the right side, so you reach the destination unscathed.* Discard a and go to Script M101.

If you **don't have** a in front of you – *The ground is rough here, and there are dangerous, sharp edges. You walk slower, but safer.* Gain 3 and go to Script M101.

M51

- Perform the Test.

10 or less	*So close... Maybe next time?*	Continue the Exploration.
11	*Perfect!*	Find the Ripe Nuts Item and gain it. If it was in the Item deck, shuffle the Item deck afterwards. Continue the Exploration.
12 or more	*Maybe next time?*	Continue the Exploration.

M52

You approach the woman who seems incredibly busy.

Choose one:

- **Ask if she knows a way to quicken up the recovery of Noreena's son** (requires **token A** in **slot I**) – go to Script M77.
- **Ask her what is going on** – go to Script M62.
- **Leave** – continue the Exploration.

M53

The Flitterspark knows that it cannot win the clash with you. After a few attempts, you manage to cool the creature down. The hypothesis that the mystling is anxious due to some unprecedented events in the volcano becomes more and more certain. It is time to inform Francis that the job is done.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- ***Flitterspark* divider:** Add card **203** a-side up to the Mystlings Encyclopedia.
- Add a **Flitterspark** Tier card to the Random Combats.
- Clear the Arena.
- Flip the token in **slot II** from A to **B**.
- Continue the Exploration.

M54

– Perform the Test.

10 or less	*So close... Maybe next time?*	Continue the Exploration.
11	*Perfect!*	Gain 1 Equipment. Continue the Exploration.
12 or more	*Maybe next time?*	Continue the Exploration.

M55

If **token A** is in **slot III**, go to Script M60.

Otherwise, read on:

A flock of baby Flittersparks cowers in the nook of the cave. Their tiny bodies tremble, and their eyes flash with anxiety. You may try to calm them down, but you know that it is not going to be easy.

Choose one:

- **Calm the little Flittersparks down** – go to Script M9.
- **Leave** – continue the Exploration.

M56

You have lost the struggle with the Flitterspark. It doesn't pay any attention to you anymore, and there is nothing you can do to take the frightened creature out of the crack.

– Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
– Gain 1 Fatigue.
– ***Flitterspark* divider:** Add card **203** a-side up to the Mystlings Encyclopedia.
– Add a **Flitterspark** Tier card to the Random Combats.
– Clear the Arena.
– Continue the Exploration.

M57

The lava bubbles violently, and red-hot drops fall onto your clothes, burning their way down to your skin. The burn hurts a lot.

If no is in front of you, go to Script M15.
If 5 are in front of you, go to Script M89.
If at least 4 are in front of you, go to Script M97.
If at least 2 are in front of you, go to Script M95.

Otherwise, read on:

– Gain 2 .
– Place a in front of you.
– Place **Secret 85** face down in the Event slot. Set to 2.
– Continue the Exploration.

M58

You have a few intriguing objects that do not seem to belong together. One is a drawing of a peculiar, sword-like lever. There is also a drawing of some obscure machinery with a lot of handwritten, unintelligible notes, and two age-old statues of cloaked warriors. They seem to have been brought here on purpose, but you have no idea what the purpose might be.

– Go to Script M74.

M59

Hidden script

The long corridor takes you to a pond which is a surprise to behold. You have never heard of ponds inside volcanoes! What a rarity! The water must be very hot as the surface of the pond is steaming.

Choose one:

- **Approach the pond** – go to Script M63.
- **Leave** – continue the Exploration.

M60

Thanks to your effort, the baby Flittersparks begin to calm down. They must have got frightened when they sensed that the volcano was waking up. Poor things.
As you come closer to them, it occurs to you that some of them have additionally been recently exposed to the intensified element of dark.
Soon you make another discovery. There is an engraving on the wall presenting some basic scales with two pans. A menhir is placed on one pan, and four stones on the other one. Both pans are perfectly level.

– Continue the Exploration.

M61

You recognize the people at the table. They are the hurrying couple who didn't make it to the ship on time. They obviously remember you, too, but their anger has abated.
"We don't regret staying here," they say. "The other guests have convinced us that nothing dangerous is going on here, so we can relax and take our time. We're actually happy you didn't stop the ship for us. Hey, how about you sit down and play with us? As our token of gratitude, the first game is for free!"

– Discard a in front of you.
"What do you want to play for? To win, you need to collect exactly eleven points!"
Choose one:

- **You want to play for money** – go to Script M47.
- **You want to play for the *Ripe Nuts*** (if you **don't have** one) – go to Script M51.
- **You want to play for a valuable item** – go to Script M54.

M62

"There is so much going on," the woman complains. "I have no time to sit down and stretch my legs. The volcano is making people freak out. Most come here to buy sedative herbs, but more and more have serious breathing problems. There are days when the air is thick with volcanic ash. We have been facing such problems since the Eclipse and there is no end to them."

– Go to Script M52.

M63

You approach the pond and discover that it must be somehow connected to the hot springs before the hotel. Suddenly, a Renewed Golomo emerges from the water. It seems astonished by your presence but ready to fight.
Setup Combat using the components below:

- **Arena:** card **54**, Arena **5**.
- **Enemy Renewed Golomo:** cards **210**, **211**, and **212**.
- 2 **Major Corruption: C**.
- **Modifier:** If you **have** the **Golomo** with you and you chose it for this Combat – *Golomo sparkles with energy and excitement upon seeing its renewed fellow mystling.* Place 3 Quakes in range 3.

– Lock Script M59.
– Close the Adventure Journal and start the Combat.

M64

You study the diagrams, but they are too advanced (or too chaotic) for you to make anything out of them. You also spot an inscription on the wall that says: "Where two stand, a third one must stand, too, an equal to them."

– Go to Script M74.

M65

If **token A** is in **slot II** – *There is nothing interesting here anymore.* Continue the Exploration.
Otherwise, read on:
You climb the right side, and eventually, you reach the bridge made of stone. There, you glimpse a body lying at the end of it. Could it be a human? You consider the idea of crossing the bridge when you spot a shape in the middle of its span. It looks like a weirdly shaped stone, but upon closer examination, you realize that it is not a stone. It is a living, moving creature! What, a fire frog? A Frogmar?
The mystling is surprised by your appearance and attacks without a second of hesitation.

Setup Combat using the components below:

- **Arena:** card **53**, Arena **1**.
- **Enemy Frogmar:** cards **205**, **206**, and **207**.
- 2 **Major Corruption: C**.
- **Modifiers:** If a is in front of you, discard it – *Thanks to the clues you have already gathered you know that it is a Frogmar;* You may place your Mystling standee on any space.

– Close the Adventure Journal and start the Combat.

M66

The sword is somehow set in stone, and you have absolutely no idea how it could have sunk so deep into it. Unable to pull it out, you inspect the hilt. It is intricately carved, and the style reminds you of the one you saw in the ruins north of Caerberg.

Choose one:

- **Inspect the sword** – go to Script M68.
- **Pull the sword out** – ⌛. Go to Script M73.
- **Try to push the sword sideways** (requires **Secret 87** and only if **token A** is in **slot I**) – go to Script M100.
- **Leave** – continue the Exploration.

M67

You spot a tilted mine cart and a few stones strewn around it. They look heavy, but you cannot assess how much they weigh. Have they been transported? But what for?

Choose one:

- **Fix the tracks** (only if you **don't have Secret 87**) – *The tracks are heaped with stones and the cart cannot go.* ⌛. Go to Script M76.
- **Move the cart** (requires **Secret 87** and only if **token A** is in **slot I**) – ⌛. Place **Secret 87** with all ◎ on it on Sector **B**. Flip the token in **slot I** from A to **B**. Continue the Exploration.
- **Load the stones into the cart** (requires **Secret 87** and only if **token B** in **slot I**) – *You are not quite sure what the purpose here is so you had better not waste time doing it.* Go to Script M83.
- **Unload the cart** (requires **Secret 87** and only if **token B** in **slot I**) – discard all ◎ from **Secret 87**. Continue the Exploration.
- **Leave** – continue the Exploration.

M68

The blade is wide and frighteningly sharp as if it was forged to pierce armor or thick skin. There is not a speck of rust on it. An ornamental inscription runs down the blade, but the letters seem to belong to an ancient alphabet you cannot read.

– Go to Script M66.

M69

If **token A** is in **slot II** – *You open the door with the key.* Go to Script M74.

Otherwise, read on:

You discover an outline of a door in the wall, but you fail to find a handle or any other way to open it. After the second search, you come across a tiny hole. Is it a keyhole?

– Continue the Exploration.

M70

The Frogmar stands no chance against your well-exercised strike and retreats, croaking with outrage. You reach the silhouette you had glimpsed, and you see that it is a dead man. There is no obvious cause of death, but you assume that he may have died of hunger, asphyxiation or both. There is a scar on his cheek which tells you that you have finally found Bormin's uncle.

It also didn't escape your attention that the Frogmar had been exposed to the element of darkness.

– Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
– ***Frogmar* divider:** Add card **208** a-side up to the Mystlings Encyclopedia.
– Add a **Frogmar** Tier card to the Random Combats.
– Clear the Arena.
– Place **token A** in **slot II** – *You have found the key.*

If an 🌀 is in front of you, go to Script M103.

Otherwise, continue the Exploration.

M71

"**Correct!**"

The loaded minecart has stopped on the platform, and you discover that you can finally move the sword. You push it forward, and the ancient mechanism grates into action. You watch in astonishment when the rock face begins to shake. Suddenly, a majestic door opens in it and hissing masses of lava flow out of it to flood the portal. You have never seen such amounts of lava in motion and you are fairly sure that it will smother the portal down.

Shocked, you cannot take your eyes away from the brutal display of nature's force, but when the portal begins to close down, you realize that you have almost wasted your time to run away. Your heart beating, you flee the burning inferno at the last possible moment.

By the time you reach the town, the volcano has calmed a little. You tell the disturbed people of Golsville that there are no reasons to panic, let alone flee the island. You explain that the cause of the volcanic activity was a portal to the Shadow Realm which you have managed to close. People greet the news with relief, and joyous cries reach the sky. You are almost sure the tourists will start flooding the island very soon, because who wouldn't want to see an island where a volcano has ALMOST erupted?

If an 🌀 is in front of you and **token A** is in **slot II**; *You find Bormin who thanks you for revealing his uncle's fate.* Gain 1 Equipment.

Congratulations! You've reached the end of the Scenario.

– Take the World Map.
– Flip **Worldmap card 16** to **Explored**.
– Remove all Fatigue.
– Fully Heal your Mystlings.
– Save the game or start another Scenario.

M72

The place looks like someone has been using it to do mental research. There are spent candles all around, scattered pieces of paper, a few dusty books, and a dried inkpot. You pick up a crumpled piece of paper, and you frown as you scan the first lines of a hastily scribbled note.

"My greatest fear is that a treasure-obsessed adventurer will want to pull the sword out of the stone. To avoid it, from now on, I will code all my messages."

You look up and see some old, battered scales in the corner. There is a 1 stone on one pan and a hand from a statue on the other. Both pans are perfectly level.

- Go to Script M74.

M73

You pull one more time, and suddenly you are holding... the hilt of the sword! The blade is still stuck inside the stone, but as you bend to inspect it, you realize that the part hidden in the stone looks more like a rod. Is the sword a part of a greater mechanism? A sophisticated lever? If so, why is it impossible to move it left or right? If it really is a lever, it is blocked or broken.

- Go to Script M66.

M74

There is a cell behind the door. You peer inside and see some drawings and diagrams on the wall. Someone must have been doing some research there. What kind of research, you might ask?

Choose one:

- **Check the diagrams** – go to Script M64.
- **Check the drawings** – go to Script M58.
- **Search the cell** – go to Script M72.
- **Leave** – continue the Exploration.

M75

The Frogmar tosses your mystling away, and the poor creature rolls over and over, battered and tired. Exhausted, you look at the victorious mystling which, despite a definite victory, decides to back away. The way to the man you glimpsed before is open now. You cross the bridge and come closer to the body only to find out that he is dead. He could have been surprised and killed by the mystling. There is a scar on his cheek which tells you that you have finally found Bormin's uncle.

The longer you think about the Frogmar, the more certain you are that the creature has been exposed to the element of darkness.

You are about to leave when you spot a key lying on the floor. The key must have belonged to the dead man.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Frogmar* divider:** Add card **208** a-side up to the Mystlings Encyclopedia.
- Add a **Frogmar** Tier card to the Random Combats.
- Clear the Arena.
- ⌛.
- Place **token A** in **slot II** – *You've found the key.*

If an 🌀 is in front of you, go to Script M103.

Otherwise, continue the Exploration.

M76

You pull and push the disconnected tracks until they are usable again. Now you can put up the mine cart to roll it forward. But to what purpose? Surprisingly, the mine cart is not heavy as if it was made of a strange, superlight steel you have never seen before. You can actually lift it up with one hand.

- Place **token B** in **slot I** – *The mine cart is back on the tracks.*
- Gain **Secret 87**.
- Go to Script M67.

M77

"I am only helping William," the woman says. "He is the main doctor. Well, I wish he were here more often, but he is totally preoccupied with his hotel. Actually, you could ask him or... You could try to find something useful in our little bookcase, but the books and papers are in disarray. Going through them might take some time."

Choose one:

- **Search the bookcase** – ⌛. Go to Script M81.
- **Leave** – go to Script M7.

M78

William notices you approach again.

"What do you need?" he says, frowning.

Choose one:

- **You tell him that Noreena has sent you** – go to Script M19.
- **You remind him that he is the local doctor and he must help you** – go to Script M23.
- **You tell him that you can help save the resort** – go to Script M25.
- **Leave** – Continue the Exploration.

M79

Your mystling fights like crazy, and the Renewed Golomo soon acknowledges your full superiority. The creature lets out a weak whine, shakes its head with frustration, and flees, hissing and stomping.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Renewed Golomo* divider:** Add card **213** a-side up to the Mystlings Encyclopedia.
- Add a **Renewed Golomo** Tier card to the Random Combats.
- Clear the Arena.
- Continue the Exploration.

M80

You see two statues of cloaked characters standing on a ledge. There is a deep crevice gaping next to them.

Choose one:

- **Inspect the statues** – go to Script M84.
- **Inspect the crevice** – go to Script M88.
- **Move the minecart there** (requires **Secret 87** and only if **token B** is in **slot I**) – ⌛. Flip the token in **slot I** from B to **A**. Place **Secret 87** with all ◎ on it on Sector A. Continue the Exploration.
- **Leave** – continue the Exploration.

M81

You enter the study and see shelves full of books. Nobody has ever tried to arrange them in order, so going through them will take some time.

- Perform the Test.

6 or less	*Only the fourth book gives you some useful tips.*	Gain 1 Fatigue. ⌛. Go to Script M85.
7	*You put away the first book, and find useful information in the second one you choose.*	⌛. Go to Script M85.
8	*Already the first book gives you what you need.*	Go to Script M85.
9 or more	*Only the fourth book gives you some useful tips.*	Gain 1 Fatigue. ⌛. Go to Script M85.

M82

Your mystling does its best, but winning the clash seems beyond its capabilities. It retreats and lets the Renewed Golomo give a triumphant shriek. You call your creature and you both back out, and the victorious Renewed Golomo submerges in its hot springs.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Renewed Golomo* divider:** Add card **213** a-side up to the Mystlings Encyclopedia.
- Add a **Renewed Golomo** Tier card to the Random Combats.
- Clear the Arena.
- Continue the Exploration.

M83

You place one stone after another in the mine cart. How many of them will you need?

- Place as many ◎ on **Secret 87** as you see appropriate.

For example: If you think that 9 is the solution, place 9 ◎ on **Secret 87**.

- Go to Script M67.

M84

You examine the statues. One is rather intact, but the second one misses a hand, and it is scratched and chipped in places. Both are almost identical and present cloaked warriors resting on their swords. As you touch them, you realize that they are made of some metal and probably hollow inside.

- Go to Script M80.

M85

You come across a passage among purple flowers typically found on riverbanks. They are said to speed up the healing of burns. They are easily mistaken for other flower species, and distinguishable only by white spots on the petals.

- Flip the token in **slot I** from A to **B**.
- Continue the Exploration.

M86

The place is empty. The card players have abandoned their table, leaving the scattered cards together with a few empty plates and tankards. They could have finally realized that the situation is actually far from optimistic.

- Go to Script M2.

M87

The man says that the volcano was rather calm before, but all has changed since the Eclipse. It is awake now and every passing day brings the risk of eruption a bit closer.

- Go to Script M20.

M88

The longer you look at the crack, the more certain you become that it is a pathway to the Shadow Realm. You strain your eyes to look through it, and soon you have no doubt. You recognize the sinister, dark purple sky and jagged rocks, dark against it. Here and there, you also spot the ruins of unique architecture, no longer used in your reality.

You have no idea what powers the portal, but it is possible that it draws the necessary energy from the surrounding pools of magma. It dawns on you the magma could also be your ally and your weapon. You saw the Dragon in Caerberg flooding a portal with masses of magma. You could mimic its strategy, but...

Yeah, but how to do that?

- Go to Script M80.

M89

If **Map 53** is opened, go to Script M110.

If **Map 52** is opened, read on:

Alas, your time is up, and the lava tongues seek further and further out. Any further attempt to remedy the situation would not only be risky but downright foolish.

You swallow your anger and despair and run into the town to blend in with the crowd of refugees. People around you cough and curse their fate; some desperately call their friends and relatives. You help an elderly couple carry their suitcase and follow a stream of people leading to the haven. There is still hope that you can get onto a boat.

There is no doubt that you have failed.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 16** to Explored.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

M90

The lever hasn't even budged. You must try one more time.

- ⌛.
- Continue the Exploration.

M91

Noreena is sitting next to the window and drowsing off, but she snaps out of the nap when you come closer. You notice that she is sitting close to a patient entirely covered in bandages.

Choose one:

- **Give her the gathered herbs** (requires an in front of you) – go to Script M93.
- **Ask her how she is feeling** – go to Script M46.
- **Ask her how her son is doing** – go to Script M105.
- **Say goodbye** (requires **Secret 86** and **Secret 88**) – go to Script M102.
- **Leave** – continue the Exploration.

M92

You see three kinds of purple flowers, all very similar. Which one would be the best remedy for Noreena's son?

Choose one:

- **Pluck flowers A** – go to Script M27.
- **Pluck flowers B** – go to Script M38.
- **Pluck flowers C** – go to Script M49.
- **Leave** – continue the Exploration.

M93

You hand the herbs over to the woman. There is a feeble smile on her tired face.

"I will brew them," she says, her hopes renewed. "Please, watch over my son while I am gone, and do let me know if he wakes up."

- Discard an .
- Go to Script M94.

M94

You watch over Noreena's son and wait for her to return with the brew. Soon, you cannot fight your fatigue anymore, and tiredness takes over. Your nap is fortunately shallow, because you open your eyes when you hear some indistinct mumbling.

Noreena's son is awake and visibly agitated. He grabs your shirt with a sudden move.

"Take the hood off," he mumbles. "I must see your face. I must know who is after me!"

You try to explain that you are not after anyone, but watch him in his mother's stead. You don't know whether your words reach him, because a second later he runs out of strength and slumps onto his pillow. His sleep this time is disturbed. He thrashes around and talks indistinctly about ferocious fire creatures, a long, dark tunnel and a sword.

- .
- Discard 1 Fatigue.
- Go to Script M96.

M95

If **Map 52** is opened, read on:

The ominous clouds of smoke over the volcano's top grow darker and darker as if the mountain was already burning inside and getting ready to wipe out the entire population. Hurry up if you want to enter the volcano. Any minute, it might be too late.

- Gain 2.
- Place a in front of you.
- Place **Secret 85** face down in the Event slot. Set to 2.
- Continue the Exploration.

If **Map 53** is opened, read on:

It has become unpleasantly hot, and the temperature keeps rising. Soon, exploration of the volcano will be impossible, but another thought strikes you. What will happen to all those decent people living on the island if you fail? No, there are thousands of reasons why you should do your job right. On you move, because the volcano knows no mercy and the eruption will not wait.

- Gain 2.
- Place a in front of you.
- Place **Secret 85** face down in the Event slot. Set to 2.
- Continue the Exploration.

M96

You focus, hoping to learn even more, but Noreena comes back with the brew. You tell her what has happened and ask if she knows who could be following him. Is it even possible that her son knows the entrance to the volcano?

"He is a quiet type," she confesses. "He never tells me much, but once he wrote me a letter. Where is it? Oh, here."

She takes a crumpled piece of paper out of her apron pocket.

"Read it. And maybe you will find some clues in his house. Here is the key. Feel free to search it."

- Gain **Secret 86**.
- Go to Script M99.

M97

If **Map 53** is opened, go to Script M109.

If **Map 52** is opened, read on:

This is your very last chance to find the entrance to the volcano. If you fail, you will never learn why it woke from its centuries-long slumber. What is more, if you are too sluggish, soon you will be fighting for survival or desperately trying to run away from the island together with crowds of panicking inhabitants.

- Gain 2.
- Place a in front of you.
- Place **Secret 85** face down in the Event slot. Set to 2.
- Continue the Exploration.

M98

There is a majestic tub in the bathroom which seems to be a perfect place for a writer's meditation or consideration. Various papers are scattered around it, and one of them indeed appears to describe the entrance to the volcano you already knew about. You study the notes, though, and find a useful tip: once you enter the tunnel, you should stick to the right wall. The floor on the left side is uneven and the sharp edges all along may hurt you.

So, another small victory. You know how to safely enter the volcano. How about you return to Noreena and hand back the key, first?

- Place a in front of you.
- Continue the Exploration.

M99

The letter is a cryptic poem and tells you about a place in the volcano, but this is all you can make out of it. Maybe it is worth visiting her son's house?

You make up your mind and leave the infirmary. Much to your surprise, you bump into a hooded character trying to peer inside through a glazed window. Both of you fall down upon impact.

Is it the perpetrator the young man babbled about? Anyway, there is no time for consideration as the hooded person snatches the letter out of your hand and breaks into a run.

Choose one:

- **Chase the hooded character** – ⌛. Go to Script M37.
- **Give up the chase** – *You already have your lead so you know where to look for the others.* Continue the Exploration.

M100

Follow the instructions to check if anything has changed.

- Check how many ◎ you have on **Secret 87**.
- Multiply that number by 3.
- Add 50.
- Go to a Script indicated by the final result. If the first word of the Script is "**Correct!**", keep reading it. If it's not, immediately stop reading and **instead go to Script M90.**

For example: If you **have** 5 ◎ on **Secret 87**, multiply it by 3 (5 x 3 = 15), and add 50 (15 + 50 = 65). If your answer is "**65**" go to Script M65. If the first word of this Verse is **not** "**Correct**", immediately stop reading and go to Script M90.

M101

You reach the heart of the volcano.

- End the Exploration.
- Open **Map 53**; don't discard tokens in front of you!
- Place **Secret 85** face down in the Event slot. Set ⌛ to 2; Time in this Scenario is limited. If too much of it elapses, it may be too late to investigate.
- Begin the Exploration.

M102

You reveal that you have found the entrance to the volcano, and you will explore it to find out what woke it up.
"Good luck, then," the woman says. "The brew worked, by the way. My son was awake for a longer while, and generally, his condition is improving. Thank you. Take care and return soon!"

- Gain 1 Item.
- Discard **Secret 86**.
- Continue the Exploration.

M103

You want to depart, but another detail catches your attention – the scar on the cheek Bormin mentioned. Now you are sure that the uncle lost his life. Alas, you will have to pass on bad news.

- Continue the Exploration.

M104

You come as close to the volcano as possible. It is not a tall mountain, but a broad one, old and partly eroded, its slopes overgrown with patches of dried grass, burned here and there. Its top is shrouded in dark smoke.
You can't see an entrance. Too bad. Maybe you should enquire in the town?

- Continue the Exploration.

M105

"My son would disappear often, sometimes for weeks," Noreena says. "He never told me much because... Well, he kind of lives in another reality. All I know is that he was obsessed with finding an entrance to the volcano to find that legendary sword. I kept telling him how dangerous such trips were, but can you really forbid an adult dreamer from doing what he wants? Now I wish I had."
She covers her face and begins to cry.

- Go to Script M91.

M106

The Flitterspark folds its wings and rests its hands on the ground. It stares at you with curiosity as if it had forgotten the fight. All of a sudden, it leaps forward and lowers its head, allowing you to rest your hand upon it.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Flitterspark* divider:** Add card **203** a-side up to the Mystlings Encyclopedia.
- Add card **202** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **200** and **204** with all the Flitterspark Action cards (6) behind the *Party* divider.
- Place card **201** behind the *Removed* divider.
- Clear the Arena.
- Flip the token in **slot II** from A to **B**.
- Continue the Exploration.

M107

The craw of the Frogmar expands and shrinks, but slower and slower as if the creature was getting used to the new situation. Soon, it disappears, and the creature lumbers forward. It is no longer hostile, and soon its snout touches your knees. A bond is formed.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Frogmar* divider:** Add card **208** a-side up to the Mystlings Encyclopedia.
- Add card **207** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **205** and **209** with all the Fromgar Action cards (6) behind the *Party* divider.
- Place card **206** behind the *Removed* divider.
- Clear the Arena.
- Place **token A** in **slot II** – *You have found the key.* If an is in front of you, go to Script M103.

Otherwise, continue the Exploration.

M108

The angry scowl vanishes from the creature's face. Intrigued by the new situation, it makes a few hesitant steps toward you and uncertainly raises both its paws. You take it to be a signal of non-aggression, and you do the same. The Renewed Golomo's eyes glint with joy, and you know the taming has already started.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Renewed Golomo* divider:** Add card **213** a-side up to the Mystlings Encyclopedia.
- Add card **212** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **210** and **214** with all the Renewed Golomo Action cards (6) behind the *Party* divider.
- Place card **211** behind the *Removed* divider.
- Clear the Arena.
- Continue the Exploration.

M109

The mountain echoes with low murmurs, and the ground trembles in an erratic manner. Cold shivers run down your spine as you try to imagine the accumulated energy beneath your feet, getting ready to rip the ground asunder. The air is becoming unbearably hot, and you suddenly realize that you will not get a second chance, and the volcano will not forgive you any mistakes. It is literally the last moment to explore it, and the chances of you surviving the ordeal grow slimmer and slimmer. Are you even able to make any relevant discoveries before the time is up?

- Gain 2.
- Place a in front of you.
- Place **Secret 85** face down in the Event slot. Set to 2.
- Continue the Exploration.

M110

Alas, your time is up. The temperature inside the volcano is impossible to bear, and the ground beneath your feet trembles menacingly. You desperately make your way among tongues of lava, fairly sure that any chance to save the situation is lost.

Frustrated and sad, you flee into the town to join the crowd of refugees. Your lungs burning, you run until you pass the hotel. William is still standing there as if the prospect of losing his precious hotel has drained all his strength. You spontaneously decide to do at least one good thing and drag him forward to the last boats. You get onto it with the last evacuees.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 16** to **Explored**.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

STORM ARCHIPELAGO

Introduction

You arrive in Drosibay, a quaint coastal town whose beauty is drained away by dark, low-hanging clouds. The boats in the harbor bob, harassed by sudden gusts of wind, and a few tired, and even distraught townsfolk hurry to find shelter.

The town looks inhospitable, but that will not put you off as you are here for an important reason. You've heard rumors about ominous mists and wailing songs that can be heard in the archipelago, and in dark times like these, such mysteries shouldn't be ignored. You feel that you must uncover the cause of those anomalies. You cast a look at some rocky islands strewn on the cloudy horizon, some of them mist-shrouded. The sky darkens with an approaching storm, and the sea is already choppy.

It is going to be an arduous adventure, but you're not one to complain. You button up your coat and begin the search, but the first thing that catches your eye is a big hand-drawn poster on the pillar. You come closer and read:

"My dear nephew, Tom, went overboard on a fishing trip near Swordfish Island yesterday. I am an old man, and I wasn't able to save him, but deep in my heart, I know that he is still alive on one of the islands. My heart bleeds when I think about him out there, cold and starving. If you have pity, courage and the means to help me, please find me. Frederic."

Reading such desperate words moves you, and you decide to try to help find the lad if it is possible. There is already too much grief in the world and you cannot allow for more to happen.

Hints

Combat: Powerful and a Enemy.

Choose one:

- **Reconsider** – choose another available Scenario from the World Map.
- **Start the Scenario** – read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.
– Open **Map 50** and **51**.
– Place **Secret 83** face down in the Event slot. Set to 2.
– Place **Secret 01** next to the map – its rules apply during this Scenario; *You need to find a boat of some kind to go farther. Try to find some information in town.*
– Place an unused Mystling standee on the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).

Important: In this Scenario, your time is limited. If too much time passes, you may not have time to discover everything, and your adventure in Drosibay will end.

– Begin the Exploration.

N1

"About to sail away, eh?" asks the bartender. "Good. Stock up, my friend. Sailing among our isles is a tricky business that may take days. Also, there are some hermits living there. Constantly hungry people. No wonder, given their barren surroundings. Treat them to something delicious, and they will love to share some tips with you, I am sure."

Choose one:

- **Check out what he has** (spend 1 Silver) – . Draw 3 Items, gain 1 of them, and discard the rest. Continue the Exploration.
- **Ask if there is anything under the counter** (only if **slot III** is **empty**) – go to Script N77.
- **Leave** – go to Script N7.

N2

"Drosibay is a nice place to live," says the local storyteller. "Or actually, it used to be before all the problems began. I miss those days, to be honest. Did you know that the name comes from Drosithias? Those bird-like mystlings that radiate icy air and shoot ice shards at everyone they consider hostile? They are not here anymore. Nobody has seen them for ages, but they were spotted in the area years ago. The first settlers took it for a good omen and named the town after them. Just to know that they saw Drosithias... Lucky them."

– Place a in front of you – *You've learned to watch out for those ice shards if you ever meet Drosithia...*
– Continue the Exploration.

N3

You approach an old, half-crumbled watchtower on a wind-swept cliff. You knock, and after a long while, an old, disgruntled man opens the door. He is wearing a crumpled uniform of sorts.
"What?" he asks gruffly.

Choose one:

- **Report the suspicious activity from the sea** (requires **any token** in **slot VIII**, only if **slot V** is **empty**) – go to Script N80.
- **Ask him why they haven't tried to find the missing boy** – go to Script N9.
- **Leave** – continue the Exploration.

N4

The old, wrinkled seafarer beckons you to sit down.
You nod gratefully and explain that you have come here to enquire about a missing boy, but the sailor coughs and smiles wryly.
"Oh, you strangers," he says and looks at you cunningly. "All you want is talk. How about you buy an ol', thirsty man a drink first, eh?"

Choose one:

- **Buy the sailor a drink** (spend 1 Silver) – go to Script N6.
- **Apologize and talk yourself out of it** – go to Script N10.

N5

– Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

7 or less	*Emma the boatbuilder finds your arguments convincing enough to give you a discount.*	Discard 2 Silver. Discard a from **Secret 84**. Continue the Exploration.
8	*Emma the boatbuilder listens to your arguments patiently and decides to help you.*	Discard 1 Silver. Discard a from **Secret 84**. Continue the Exploration.
9	*Fully convinced by your arguments and moved by the story, Emma the boatbuilder decides to help you for free.*	Discard a from **Secret 84**. Continue the Exploration.
10 or more	*Emma the boatbuilder is not convinced. What is worse, she gets angry with you for wasting so much of her time.*	. Continue the Exploration.

N6

"Good." The sailor sips his drink. "Good. So, you're looking for the boy? I don't think you will ever find him. He went missing a few days back somewhere near Swordfish Island. Fell overboard and probably drowned, despite his uncle's attempts to help him out."

He takes another sip.

"Strange waters those are. Menacing. They have always been dangerous, but now? There is fog everywhere, and there are those haunting voices. Few have the guts to sail out because you have no idea what lurks out there. Good thing we still have the Fales around. You heard of those, eh? Fine mystlings. Playful. Sometimes, they help out drowning people, you know? As helpful as dogs. Yeah, exactly like dogs. They even have their own chewing toys! Usually, there are some stinky pieces of wood that the currents leave in shallow water along the sandy beach."

– Place a 〰 in front of you if it's not already there; *you heard useful information about the Fales.*

Hint! *Fales love stinky pieces of wood that can be found in shallow water along the sandy beach.*

Choose one:

- **Ask if he has any idea what the voices are** – go to Script N58.
- **Ask him about the Eclipse** – go to Script N43.
- **Leave him** – go to Script N10.

N7

The bartender, his eyes bloodshot and hair disheveled, looks at you half-consciously.

"What can I get you?" he mumbles and stifles a yawn.

Choose one:

- **Ask him for something to drink** (spend 1 Silver) – Heal 2. Continue the Exploration.
- **Ask if he has anything for sale** – go to Script N1.
- **Ask if he knows anything more about the voices** (only if **slot VI** is **empty**) – go to Script N83.
- **Leave him** – go to Script N10.

N8

"Hey." Uncle Frederic joins the conversation. "I desperately need your help. I can do only basic repairs, and without you even those will take ages, and poor Tom is still out there! What if he dies because I am too late?"

"I am sorry." Emma the boatbuilder shrugs her shoulders. "But you have a very old boat, barely seaworthy, which means a lot of work and little payment. I have more profitable jobs to do."

"Come on!" The uncle shakes his head. "We have been friends forever, and my boy's life is at stake!"

"He is most likely dead by now," Emma insists.

The uncle, however, can't be swayed.

"You don't know that!" he says. "Oh, can't you help me for old time's sake?"

Choose one:

- **Pay the prize Emma wants** (spend 3 Silver) – discard a ⭕ from **Secret 84**. Continue the Exploration.
- **Haggle** (requires 3 Silver) – go to Script N5.
- **Leave her** – go to Script N10.

N9

The coast guard looks down on you and shakes his head in disbelief.

"We have tried to find the boy," he explains impatiently. "We have our own schooner. Don't you see her? She is anchored down there. Yes, we have tried, but sailing in such weather means running a huge risk. A storm is about to hit the area, and there are patches of dense fog among the isles. Those are treacherous waters, full of rocks and shallows, deadly even for those who know them."

He sighs.

"Keep looking yourselves if you need to, though. You've got my blessing. Explore the islands, especially the ones with caves, and if you come across any suspicious activity, do come back and let us know."

– Go to Script N3.

N10

If **token A** is in **slot IV**, go to Script N94 (this ends the Scenario).

Otherwise, read on:

You expected the tavern to be a cheerful, lively place, but all you see there are gloomy faces. People talk in low voices, and some argue coarsely. You pick up a few words such as: "those damned voices" and "cursed we are". Some people hum a song which is supposed to be hilarious, but they do not put their hearts into it.

"A tired wife
So drowsy is
Away you go
No chance for kiss."

Feeling suddenly uncomfortable, you look around and make eye contact with an old sailor who beckons at you.

Choose one:

- **Talk with the bartender** – go to Script N7.
- **Talk to the sailor** – go to Script N4.
- **Talk to the boatbuilder** (requires ⭕ on **Secret 84**) – go to Script N8.
- **Leave** – continue the Exploration.

N11

You stroll around the squat, roofless hut, possibly once inhabited by a family of fishermen, but abandoned a long time ago. Its empty rooms and meager remains tell a sad story of fishermen's lives. If you were to live in such tough conditions, you would flee, too.

If there is **no** in front of you, go to Script N17.

Otherwise, read on:

There is little to be found here.

– Continue the Exploration.

N12

Hidden script

You look around the drab, wind-swept buildings and notice a stranger eyeing you from the other side of the street.

"Hey," he calls out. "Aren't you Eric Fiske? The famous cartographer?"

You smile involuntarily. Fiske is known here, Caerberg, and who knows where else. He truly is a globetrotter.

"Oh, no, I am sorry," the man calls out again before you have a chance to deny it. "You can't be Eric. Oh, these poor eyes do not serve me as well as they did. But you are a stranger here, aren't you?"

You smile and confirm.

"I thought so," he laughs. "Wanna know more about this charming little town?"

Choose one:

- **Listen to his story** – . Go to Script N2.
- **Tell him maybe next time** – continue the Exploration.

N13

The distressed woman takes you to a modest garden which is obviously the apple of her eye. The beds of vegetables are indeed devastated and raked. No doubt a big, hungry intruder paid this place a visit. You decide to hide and observe the place. Hopefully, catch the wrongdoer, too.

It was a good decision. Soon, a Sylphidron turns up and takes a liking to the as-of-yet intact cabbage bed. You wait for it to focus on foraging, and sneak up to it. Unfortunately, you trip over a forgotten rake. The mystling turns around in shock, and to your horror, it charges at you.

Setup Combat:

- **Arena:** card **56**, map **3**.
- **Enemy Sylphidron:** cards **215**, **216**, and **217**.
- **Major Corruption: D.**
- **Modifiers:** If you **have** an Mystling, at the start of Combat you may swap the position of any 2 cards in 1-4 slots.

– Close the Adventure Journal and start the Combat.

N14

"I will sail with you," the uncle says. "I know those islands like the back of my hand, but... Unfortunately, my boat is in ill repair. The storm has torn its rigging, and there are leaks in the planking. I barely made it home from that fateful trip. I mean, we can sail out, but will we come back?"

– .

Choose one:

- **Help him fix the boat** – . . Gain **Secret 84**. Continue the Exploration.
- **Tell him that the boat is good enough and there is no time to lose** – gain **Secret 84**. Place a on that card. Continue the Exploration.

N15

- **If any token is in slot I** – *You'll no longer find anything here.* Continue the Exploration.
- **If at least 2 are in front of you** – *There's no one here anymore.* Continue the Exploration.

Otherwise, read on:

"Excuse me." A woman grabs your hand. "I am sure you are a busy person, but... Are you by any chance a tamer?"

You confirm, and she sighs with relief.

"Oh, how glad I am! Listen, I desperately need your help. Something is constantly ravaging my small garden, the only source of my meager income. I have no idea who or what is behind it! There is talk of some pirates in our waters... Or a mystling, maybe? Can you please take a look?"

Choose one:

- **Help her solve the problem** – . Go to Script N13.
- **Tell her you don't have time now** – continue the Exploration.

N16

You notice a staggering, elderly man with a bleak, pained face.

"Help," he sobs. "Help me if there is a spark of kindness in you."

You halt to listen.

"My name is Frederic and my nephew, Tom, went missing," he explains.

Oh, good. He must be the man who put up the poster you saw at the harbor.

"I was teaching him to sail near Swordfish Island when an unexpected gust of wind threw him off the boat," Uncle Frederic continues. "The sea was rough that day and... It is all my fault. I shouldn't have sailed so close to those cursed islands! Woe is me!"

The man bursts out crying. You squeeze his shoulder to show sympathy and encourage him to go on.

"I would have jumped out to help Tom, but I can't swim myself. But I am sure my nephew is alive! More than sure! I saw a Fale keeping him above the water and hauling him toward the sandy beach near Swordfish Island. I know he is out there alive. If only my boat was in better shape... See those cracks in the planking? I can't repair it myself! I need the help of a boatbuilder, because sailing such a boat in choppy sea is asking for trouble. Of course, you can help me, too! Every pair of hands is a blessing!"

Choose one:

- **Promise to help** (only if you **don't have Secret 84**) – *You may use the help of an experienced local sailor.* Go to Script N14.
- **Ask why no one else has bothered to help** – go to Script N19.
- **Ask him about the archipelago and Tom's probable location** – go to Script N100.
- **Leave** – continue the Exploration.

N17

You enter a hut and look around, but there is nothing of interest there. The only thing that grabs your attention is an old journal with information about the weather and the tides. One note, though, has been added only recently, because the ink is visibly darker. It says: "They must be coming from the cave. I am soon about to go nuts."
After a thorough search, you manage to find something worth taking.

- You may ⌛ to gain 1 Item.
- Continue the Exploration.

N18

If you **have Secret 81** (overlay card), go to Script N56.

Otherwise, read on:

You look for any trace that may help you find the boy, but the howling winds have already smoothened all the footprints on the beach. No trace so far. You may now search the shallows or climb to the top of a nearby hill to gain a better vantage point.

Choose one:

- **Keep looking on the beach** – ⌛. Go to Script N23.
- **Wade in the shallows** – ⌛. Go to Script N99.
- **Climb the hill** – ⌛. Go to Script N28.
- **Leave** – continue the Exploration.

N19

"People are scared now." The uncle shrugs his shoulders. "Every night, those haunting voices return and keep us awake until dawn. The fog is thicker than ever and storms hit us without warning. Courage is in short supply here, in Drosibay."
He smiles shyly.
"But you are different, aren't you?"

- Go to Script N16.

N20

If **any token** is in **slot IV**, *There is no one here anymore, and the beach is empty;* continue the Exploration.

Otherwise, read on:

You arrive at a practically empty beach, but as you strain your eyes, you spot a lonely man far away from you. Your gaze sweeps the sea and other mist-shrouded islands, looming in the distance.

Choose one:

- **Talk to the man** (only if you **don't have Secret 84**) – go to Script N16.
- **Leave** – continue the Exploration.

N21

You manage to chase the creature away and hope that it will not come back. You return to the gardener to let her know that the wrongdoer was a Sylphidron, a rather harmless herbivore which turns invisible when confronted. You assure her that the hungry mystling is not going to be a problem anymore.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Sylphidron* divider:** Add card **218** a-side up to the Mystlings Encyclopedia.
- Add a **Sylphidron** Tier card to the Random Combats.
- Clear the Arena.
- Discard the top card of the Equipment deck until you discard a card with . Gain that Equipment; *the woman admits that she cannot think of another way to reward you.*
- Place **token A** in **slot I**; *you chased away Sylphidron.*
- Continue the Exploration.

N22

As you near the island, you notice a flock of Fales basking on the pebbly beach. They will not even look at you so you are going to need something to attract their attention.

Choose one:

- **Draw their attention** (requires **token A** in **slot VII**, only if you **don't have Secret 81** (Overlay)) – go to Script N37.
- **Let your mystling have some fun with them** – ⌛. Heal 3. Continue the Exploration.
- **Leave** – continue the Exploration.

N23

There are numerous tracks in the sands which reveal a dramatic story. First, you spot various footprints too large and too deep to be Tom's, so obviously left by some strange adult men, and then a track that may have belonged to Tom himself. The tracks cross eventually, and the sand there is churned. There might have been a struggle there. You also spot a basic belt buckle half-buried in the sand. You pick it up and bring it to the uncle.

"It's Tom's!" Uncle Frederic exclaims with relief. "I told you he survived the ordeal. I saw a Fale carry him over toward this island even though they normally live someplace else. The Fale must have left my nephew here and later... Later, someone else appeared. Did I mention I saw the tracks of a boat hauled up the beach?"

- Continue the Exploration.

N24

You stare the Sylphidron firmly in the eye, grab some lettuce, and shake it in the air. The mystling fixes its gaze upon it and draws closer. There is no violence in it, and you can tell the creature is only hungry. Fortunately, it is a juvenile specimen, so you simply snatch it by the back, let it devour the lettuce, and take it out of the garden.

Once you're out, you try to scare the mystling away, but it returns to you after your attempts. It seems that you have a new friend.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Sylphidron* divider:** Add card **218** a-side up to the Mystlings Encyclopedia.
- Add card **217** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **215**, **219** with all the Sylphidron Action cards (6) behind the *Party* divider.
- Place card **216** behind the *Removed* divider.
- Clear the Arena.
- Discard the top card of the Equipment deck until you discard a card with . Gain that Equipment; *the woman admits that she cannot think of another way to reward you.*
- Place **token A** in **slot I**; *you solved the problem with the Sylphidron.*
- Continue the Exploration.

N25

Hidden script

You approach the cluster of black basalt rocks and discover that their cracks make it easy to climb, and with a bit of effort, you may reach the top. Braving the howling wind, you scale to the top of the rock only to spot two mast tops. There is a ship anchored not far away, sheltered behind an island.

"I've heard about her," the uncle admits when you return and tell him the story. "That two-master had been seen before the voices began. No one knew her name, and no one talked to her crew. I thought she would be gone by now."

- Gain **Secret 81**.
- Continue the Exploration.

N26

You start combing the beach. You have heard that the locals gather some nutritious seaweed here when the weather is good. You indeed collect some but keep looking around. Who knows, the sea may have washed away something more valuable, too?

- You may ⌛ to place 1 in front of you; *you gather some seaweed the locals cherish.*
- Continue the Exploration.

N27

The Sylphidron appears too swift for you. It suddenly turns toward the nearest grove and becomes invisible. Unfortunately, it definitely didn't get scared enough to run away for good so it may come back to plague the woman and her garden again.

"At least you tried," sighs the gardener, far from happy.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Sylphidron* divider:** Add card **188** a-side up to the Mystlings Encyclopedia.
- Add a **Sylphidron** Tier card to the Random Combats.
- Clear the Arena.
- Place **token B** in **slot I**; *you didn't chase the Sylphidron away.*
- Continue the Exploration.

N28

The top offers a splendid view, obscured in places by thick patches of fog. There is a huge island to the east, almost entirely shrouded in mist, and another one, much closer to you, weirdly shaped and quite rightly called the Sleeping Crab. There could be some mast tops somewhere behind the island, but it is too far away to be sure. It crosses your mind to sail a bit closer and take a look.

"Look." Uncle Frederic draws your attention to a bird hovering above them. "It is a silk puffin! I haven't seen them for ages here! They nest in the coldest of places, and their eggs are considered a great delicacy. Rich people pay fortunes for them!"

- Continue the Exploration.

N29

If **any token** is in **slot VI**, *there's nothing left;* continue the Exploration.

Otherwise, read on:

There is a steep drop ahead of you, and down there you spot a cave in the cliff face. The black hole radiates with deep, powerful sounds that carry far away. Could those be the sounds that have been bothering the townsfolk of Drosibay? The longer you listen, the surer you are and yes, you do want to help all those poor people.

But how can you do that? The descent is possible, but extremely risky. And... uhm... How about trying to respond to the sounds? Maybe those noisemakers will leave the cave to see who the responder is?

Choose one:

- **Try singing with the voices to call the creatures to you** – *It might be time-consuming if you don't know the right song.* Go to Script N41.
- **Try to go down to the cave** – ⌛. Go to Script N97.
- **Leave** – continue the Exploration.

N30

The Fale hops around you wagging its tail as if to celebrate the bond with you. You kneel and look it in the eye and then brandish the chewing toy which makes the Fale even more excited. In calm words, you offer to give it the stinky thing if it shows you the way to the boat.

You draw the outline of a ship on the sand, and there is a flash of understanding in the Fale's eyes. Its body language says: follow me, so you do, hoping that the mystling does know what a boat is.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Fale* divider:** Add card **193** a-side up to the Mystlings Encyclopedia.
- Add a **Fale** Tier card to the Random Combats.
- Clear the Arena.
- Gain **Secret 81**.
- Flip the token in **slot VII** from A to **B**; *the Fale has already lost interest in you.*
- Continue the Exploration.

N31

The island is overgrown with tall grasses, swaying with each gust of wind. You also see a geyser spurting clouds of steam toward the dark-lead sky. Some puffins with silky plumage hover above the island on air currents. There are no sharp rocks, no dramatic cliffs. Yeah, this place could be perfect for herb gathering.

- You may ⌛ to gain 3 🔶.
- Continue the Exploration.

N32

If **any token** is in **slot IV**; *there's nothing left,* continue the Exploration.

If a ⭕ is on **Secret 84**, go to Script N92.

Otherwise, read on:

You hold your breath in surprise as you behold a two-master down there below you. Anchoring in a sheltered cove, the ship is safe from the elements, and the few sailors you see on the deck seem rather bored. They hum a song.

You are not a sailor yourself, but despite that, you notice that the vessel is not in top condition. It tilts to the right, the rigging is barely patched up, and the deck could use a good washing.

There are boxes on the waist of the ship. As far as you can see, they are filled with rows of small, roundish objects. Could those be eggs?

Choose one:

- **Try to listen in to their conversation from the edge of the cliff** (only if **slot VIII** is **empty**) – ⌛. Go to Script N35.
- **Go down and ask them what they need the eggs for** (only if **token B** is in **slot VIII**) – go to Script N46.
- **Go down and haggle with them** (only if **token B** is in **slot VIII**) – go to Script N91.
- **Go down and ask them about the song they are humming** (only if **token B** is in **slot VIII**) – go to Script N95.
- **Leave** – continue the Exploration.

N33

The Fale hops around you wagging its tail as if to celebrate the bond with you. You kneel and look it in the eye and then brandish the chewing toy which makes the Fale even more excited. In calm words, you offer to give it the stinky thing if it shows you the way to the boat.

You draw the outline of a ship on the sand, and there is a flash of understanding in the Fale's eyes. Its body language says: follow me, so you do, hoping that the mystling does know what a boat is.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Fale* divider:** Add card **198** a-side up to the Mystlings Encyclopedia
- Add card **197** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **195** and **199** with all the Fale Action cards (6) behind the *Party* divider.
- Place card **196** behind the *Removed* divider.
- Clear the Arena.
- Gain **Secret 81**.
- Flip the token in **slot VII** from A to **B**.
- Continue the Exploration.

N34

"We left the laddie on Porpoise Island," says a pirate and scratches her head. "He is a nimble 'un. Not an oldie like us. He is there to collect eggs, you see. The silk puffins nest in cliff holes, and those are hard to reach. The laddie lowers himself down a rope, plucks the eggs and up he goes."
"Worry not," the other one adds. "When he is done, he will set off a flare and we will pick 'im up in no time."
You volunteer to help Tom, and the pirates agree happily.
"But your friend stays with us,' the first one says. "We don't want you to come up with stupid ideas, you see."
"The nesting cliffs are behind some ruins," her friend adds. "Here is the map of how to get there. Take that boat of yours! We have our own work to attend."
As you row away to the island, you hear them sing:
"A pirate's life
so lousy is..."
The remainder of the song is muffled by the roar of the sea.

- Place **token B** in **slot VIII** – *You found out where to look for the boy next.*
- Place **token A** in **slot II** – *You heard a familiar melody.*
- Move the standee to another island.
- Continue the Exploration.

N35

- Perform the Test.

If at least 2 are in front of you, you can't use any Items to modify the result.
When you have 3 : The Test ends immediately. Resolve the matching outcome.

9 or less	*You try to sneak up on them, but they spot you.*	. Go to Script N34.
10-11	*You manage to sneak up on them and overhear a few interesting things.*	Go to Script N39.
12 or more	*The pirates are a watchful lot and they spot you when your mystling causes some rocks to fall. A fight ensues.*	. Gain 3. Go to Script N34.

N36

The Fale is way too fast for you, and it vanishes like smoke. Your best chance is lost.
Resigned, you return to the boat, ready to sail around until you eventually spot the ship you're looking for. And yes! After what seems to be an eternity, you notice two mastheads behind an island.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their .
- Gain 1 Fatigue.
- ***Fale* divider:** Add card **218** a-side up to the Mystlings Encyclopedia.
- Add a **Fale** Tier card to the Random Combats.
- Clear the Arena.
- .
- Gain **Secret 81**.
- Flip the token in **slot VII** from A to **B**; *the Fale have already lost their interest in you.*
- Continue the Exploration.

N37

You raise your empty hands to show that you mean no harm, and kneel before the Fales. You try to explain that you are looking for a young fellow called Tom, but the creatures only encircle you and stare. There is a flash in their eyes, and you feel that they understand you, but something prevents them from helping you.
Then you see what the problem is. A grown, scarred male Fale bares its teeth at you. It is certain the Fales will not help if you don't beat their leader.

Setup Combat:

- **Arena:** card **55**, Arena map **5**.
- **Enemy Fale:** cards **195**, **196**, and **197**.
- 2 **Major Corruption: C**.
- **Modifiers:** If a is in front of you, discard it. You may place your Mystling standee on any empty or space.

- Close the Adventure Journal and start the Combat.

N38

Hidden script

A huge cave opens like the maw of a monster. You can sail up to it to see what is inside.

If at least 2 are in front of you; the cave is too flooded to explore. Continue the Exploration.

Otherwise, read on:

All of a sudden, you come across a black cave entrance. It looks like a hiding place for fairy tales and you are tempted to search it.

- You may to gain 1 Silver.
- Continue the Exploration.

N39

You freeze behind the edge of the cliff hoping to learn anything about Tom's fate. The conversation aboard the two-master is rather boring until a woman appears on the deck, seemingly the captain of the vessel.

"Has the lad set off the flare?" she asks.

"Not yet, boss," replies one of the mates. "Seems like picking those eggs is a hard job even for a young 'un. How about we sail up there and check out the ruins where the cliffs begin? We could see how he is faring."

"And how about we don't?" says the captain. "The laddie will be fine, and he surely won't escape. Let's pour some grog and sing! A pirate's life so noisy is-"

"It's lousy, boss."

"What is?"

"In the song. A pirate's life so lousy is... "

- Place **token A** in **slot VIII**, *You found out where to look for the boy next.*
- Place **token A** in **slot II**, *you heard a familiar melody.*
- Continue the Exploration.

N40

If **any token** is in **slot IV**, *there's nothing left;* continue the Exploration.

Otherwise, read on:

You call Tom at the top of your lungs, but there is no reply. Cautiously, you approach the ruins of an ancient palace that stretches alongside the cliff. For some reason, they are frozen. There are sheets of ice glistening in the dull sun. Why? It is not winter yet.

The ruins seem complex and you cannot see an entrance. How do you even get inside?

Choose one:

- **Follow the clues to find the entrance** (requires **any token** in **slot VIII**) – . Go to Script N44.
- **Leave** – continue the Exploration.

N41

You are closer to the source of the sounds so you strain your ears. Is it a sea song? You have heard a few today. Isn't it something along the lines of: A .....ife so ... sy is...

Choose one:

- *A pirate's life so lousy is* – go to Script N63.
- *A parrot's life so noisy is* – go to Script N72.
- *A tired wife so drowsy is* – go to Script N76.
- **Give up the idea** – continue the Exploration.

N42

- Perform the Test.

If at least 3 are in front of you, gain 1 Fatigue.

At the end of the Test: if you **have** at least 2 , . Resolve the matching outcome.

7 or less	*You manage to rescue the boy, but it takes a toll on you.*	Gain 2 . Go to Script N57.
8-9	*You rescue the boy easily.*	Go to Script N57.
10	*You rescue the boy and retrieve the valuable eggs.*	Gain **Secret 82**. Go to Script N57.
11 or more	*You have barely survived the ordeal, but manage to rescue the boy.*	Gain 1 Fatigue. Gain 4 . . Go to Script N57.

N43

"Remember the Eclipse?" the sailor asks gruffly. "Nothing is the same since the Eclipse. There are hardly any fish in the sea anymore, for example. You cast a net, and it comes up empty. And all those mists..." He shakes his head. "Now sailing is quite a challenge. I don't set sails myself anymore, and neither do most of the lads."

– Go to Script N6.

N44

If **token A** is in **slot VIII**, go to Script N96.

Otherwise, read on:

You find the entrance, and from there, the way to the cliff is easy to discover. The closer to the edge you are, the clearer are Tom's feeble cries for help. Eventually, you come across a rope tied around a column, and you realize that Tom has slid down from here to pluck the eggs straight from the nests. There are boxes with silk puffin eggs, too. You bend over to shout encouragement to Tom.

"How glad I am to hear it!" he shouts back. "I found a big cave! And I wanted to explore it, but... But my rope froze, and it is too slippery to climb back up! But the cave is huge, you know? There is a giant egg inside. Must be worth a lot!"

It doesn't matter to you. First of all, you must find a way to save Tom!

– Go to Script N42.

N45

No, it is not the right song. Disappointed, you hear the sounds fade and they are far away again.

– ⌛.
– Continue the Exploration.

N46

"Those eggs?" the female pirate laughs out loud. "They're not just eggs. They are laid by silk puffins, rare things these days! And their eggs have exquisite taste, they say. If stored right, they can last up to two weeks, and rich people pay fortunes for a basketful!"

– Go to Script N32.

N47

"Thank you. And now... What exactly do you want to know? There isn't much going on here, but... Yes, I do remember a group of sailors who arrived here a while ago and inspected those frozen palace ruins over there. They had ropes, I remember, and tried swinging down, probably to collect puffin eggs, but gave up pretty quickly. There are a lot of sharp edges there. It's a job for tiny, nimble people and not lumbering brutes.

"What else can I tell you... You're worried by the fog? Don't be. Have you ever heard of ice sublimation? No? Well, it is easy to explain. The place is all frozen, but the air is too warm for ice to hold so it keeps melting, producing a lot of steam. The ice is unnatural, I know, but I have no idea why it is there. And one more thing – a Drositha has been sighted in the area. They look brittle and harmless, but don't be deceived by their looks. When the worst comes to the worst, a Drositha is a fierce opponent."

– Place a ◈ in front of you; *you have learned a little about Drisithas.*
– Continue the Exploration.

N48

You have sung the correct song, it seems, because soon enough, you see a few creatures scaling the cliff toward you. After a while, they crawl over the edge and halt upon seeing you. As surreal as it is, they have shoes on their heads. They look confused. Did they think that they were called by another mystling?

Anyway, they don't seem pleased to have been lured out of their cave.

Setup Combat:

- **Arena:** card **51**, map **1**.
- **Enemy Eftus:** cards **190**, **191**, and **192**.
- 2 **Major Corruption: C**.
- **Modifiers:** *The Eftuses recognize the song you have been humming. They may have thought it was another Eftus's performance, but anyway they are not so mistrustful.* Fulfill the second Taming condition "*Be faster*". You only need to fulfill the first Taming condition to Tame the Eftus.

– Close the Adventure Journal and start the Combat.

N49

"This is the best food I have eaten since I settled down here," the hermit admits. "Now, would you like to talk about anything?"

Choose one:

- **Ask if he knows the ruins** – go to Script N47.
- **Ask if he has seen the boy** (only if **slot IV** is **empty**) – go to Script N54.
- **Ask about the Eclipse** – go to Script N74.

N50

It might be the right time to escort Uncle Frederic and his nephew to Drosibay, but if there is some other business to attend, it might be your last chance to do it. The sea is getting choppier and choppier and soon the weather will be too hard to beat even for experienced sailors. When you complete all your quests, you can meet in the tavern.

- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N51

You spot a tiny hut built of stones and roofed with driftwood. There are no windows, and the rickety door must have once been a part of a boat. You knock time and again, and after a long while, a disgruntled old man opens the door a crack and puts his head out.

"What is this clamor all about?" he snarls. "Can't you just leave me in peace?"

Choose one:

- **Offer him some food in exchange for information about the island** (spend or discard 1 in front of you) – go to Script N49.
- **Leave** – continue the Exploration.

N52

Another attack sends the Drositha flying. The mystling hits the wall and slumps down to the floor. It lets out a screech so loud that icicles break and fall down, but the defiance is gone from the mystling's narrowed eyes. It knows it has lost the fight, and you clap your hands with glee. You have just won a clash with a mystling few have even seen. This is an achievement to be proud of!

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- ***Drosithia* divider:** Add card **188** a-side up to the Mystlings Encyclopedia.
- Add a **Drosithia** Tier card to the Random Combats.
- Clear the Arena.

If **token A** is in **slot VIII** , go to Script N50.

If **token B** is in **slot VIII**, go to Script N61.

N53

Dark clouds are moving closer to you, and blanket the sky. At the same time, the wind is picking up, and tall waves toss your boat mercilessly. You are not a sailor, but still you know that the conditions will soon become unbearable. Your last chance to discover the truth will be gone soon.

- Place a in front of you.
- Place **Secret 83** face down in the Event slot. Set to 2.
- Continue the Exploration.

N54

If **token A** is in **slot VIII**, go to Script N93.

Otherwise, read on:

"Well." The hermit frowns. "Someone may have knocked on my door, but obviously not as loud as you. But since you're already here... Want some tea?"

- Heal 2.
- Continue the Exploration.

N55

You watch Uncle Frederic hug the boy, both of them sobbing, and decide to remember this moment forever. As long as there is love in this world, the dark doesn't seem so scary.

Most reluctantly, you interrupt the intimate moment and inform them that you all must leave the island and return to Drosibay.

"Sure thing." Tom nods. "But before we do, I need to show you something."

He runs into a corridor, and you follow curiously.

"There is this huge egg I found," his shout echoes from the end. "Much bigger than the puffins'. Come on, you must see it! It's gotta be worth something, eh?"

You tell the excited boy not to touch it, whatever it is, but it is too late.

"Look, what a beauty, eh?" Tom is already holding the egg in his arms. "Oh, oops! The shell is starting to break. Is that bad?"

You realize the menace at the last possible moment. You shove the boy aside a heartbeat after the Drositha appears among the broken shells of the eggs. Although just born, it seems ferocious and ready to fight. You can't miss the fact that the mystling looks stunningly beautiful.

Setup Combat:

- **Arena:** card **50**, Arena map **1**.
- **Enemy Drosithia:** cards **183**, **184**, **185**, **186**, and **187**.
- **Major Corruption: C**.
- **Modifiers:**
  If a is in front of you, discard it and place Drosithia in any empty space on the Arena.
  If a is in front of you, discard it. You may take cards from your 1-4 slots, put them aside, draw four new cards, and shuffle the previous ones back into the deck.

- Close the Adventure Journal and start the Combat.

B72

Hidden script

You find an old camp among the short trees – a faded tent, an overgrown fire pit, and a rusty spoon.

- Gain **Secret 22**.
- Continue the Exploration.

B73

The noise of a falling tree heralds the arrival of the predator. Its eyes burn with unquenchable fury; the muscles bulge under the layer of thick hide. You hope you're not biting off more than you can chew.

- Setup Combat:
  - **Arena:** card **10**, map **2**.
  - **Enemy Elkthorn:** cards **51**, **52** and **53**.
  - **Major Corruption: B**.
  - **Modifiers:**
    - If you **have** the "**Forest Predators**" part **1** status, use Arena card **11** instead of Arena card **10** – *Smoke is the only thing you know that repels Elkthorns. You manage to set a pile of damp leaves on fire just before the fighting starts.*
- Close the Adventure Journal and start the Combat.

B74

- Discard **Secret 19** (it's the Secret you just revealed).

If **token A** is in **slot II**, go to Script B76.

Otherwise, go to Script B78.

B75

You find some leftovers but nothing more. However, you spot hoofprints leading east and a flash of colorful material in the western grove.

- Gain 1 Item.
- .
- Continue the Exploration.

B76

You return to the rangers with a flock of Windraisers following you obediently. When you are about to discuss what to do next...

- Gain the "**Empathy**" part **2** status.
- Go to Script B78.

B77

The Windraisers are finally on the ground. They seem confused, but as they look in the direction opposite of Caerberg, you also sense a surprising aura of longing around them. But they obediently follow you as you go down the rangers' trail west and escort the mystlings to the city.

- Place **token A** in **slot II** – *You saved the Windraisers. It's time to return to the rangers by following their footprints. If you haven't scared the predator yet, you may want to hunt it down so that it doesn't harm anyone in the future. Otherwise, spending any more time in the forest will be a waste, as there is nothing left to discover here.*
- Continue the Exploration.

B78

The sky in the east is suddenly rent by a pitch-black vertical line that grows wider and wider. The moons are perfectly aligned, obscuring the sun and casting a deep shadow over the world.

You are standing with your head raised, awestruck. What does that mean? Are the legends about the Eclipse true?

The ground trembles when an enormous silhouette appears on the horizon, beating its dark wings. It is the shadow you've seen before. This time, there are no doubts – it IS a Dragon Guardian, a mythical beast, one of the most powerful entities in the world.

The Dragon is headed toward the black line splitting the horizon which grows wider, revealing an alien sky beyond. You notice something following the beast – a flock of airborne mystlings, perhaps? Your knees tremble when you think about the possible consequences of the events unfolding before your eyes. But there's no time to hesitate.

You must follow the Dragon. The other city's creatures might be there. And, even if they aren't, you must see what is going on, and then decide if Caerberg must be evacuated.

- End the Exploration.
- Go to Script B100.

N56

There are no tracks on the beach except signs of a scuffle and of a boat pulled onto the sand. All of them are old and partly obliterated.

- Continue the Exploration.

N57

If **token A** is in **slot VIII**, go to Script N55.
If **token B** is in **slot VIII**, go to Script N60.

N58

If **token A** is in **slot II**, go to Script N65.
Otherwise, read on:
"Hey," the sailor laughs out. "I am a man of the sea. We sing when we sail, we sing when we scrub the deck, and we sing when we rest. How about this one?
"A parrot's life
So noisy is
Away, you scum,
And shut up, please.
"And there are others, too," he adds. "Lots of them. I will help you find the right song, but I need something to begin with. A verse or the title, anything."

- Go to Script N6.

N59

The Drositha rolls over on the frozen floor but jumps up to face your mystling. It raises its wings in what you already know is its offensive stance. Yet it does not charge. It just stands there and tilts its head, watching you with new-found curiosity.
Suddenly, it folds its wings and takes a step toward you. Then another one, and you already know the creature is not in the mood for a fight anymore. You kneel and outstretch your hand. The Drositha comes closer to sniff it, and then it rubs its head against your palm. You will bond.
Deep inside, you sigh with satisfaction and joy. It has been a tough fight, and the victory is glorious, especially since nobody has seen a Drositha for many years, let alone fought one. If the word spreads, you may become a legend!

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Drosithia* divider:** Add card **188** a-side up to the Mystlings Encyclopedia.
- Add card **187** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **183**, **189** with all the Drosithia Action cards (6) behind the *Party* divider.
- Place card **184**, **185**, **186** behind the *Removed* divider.
- Clear the Arena.
- If **token A** is in **slot VIII**, go to Script N62.
- If **token B** is in **slot VIII**, go to Script N64.

N60

You want to announce that the time has come to leave, but before you do that, you hear screams of fear. You ask Tom what it is.
"It's coming from the cave," he mumbles. "The one where I found the big egg! Come on, I will show you."
Alarmed, you follow the boy there and, to your surprise, you see one of the pirate crew. The rascal must have been following you to make sure you keep your word and hand the collected eggs over to them when the job is done. However, this is of little concern now. What is more important is that the pirate couldn't resist and touched the egg. Rather awkwardly, it seems, because the shell begins to break and a Drositha emerges.
You hiss at everyone to step back. You don't want anyone to get hurt when the Drostiha panics nor do you want anyone to hurt the mystling. Fortunately, people obediently take a step back.
"Oh, what a beautiful creature," Tom whispers.

Setup Combat:

- **Arena:** card **50**, Arena map **1**.
- **Enemy Drosithia:** cards **183**, **184**, **185**, **186**, and **187**.
- **Major Corruption: C**.
- **Modifiers:**
  If a ◎ is in front of you, discard it and place Drosithia in any empty space on the Arena.
  If a ◈ is in front of you, discard it. You may take cards from your 1-4 slots, put them aside, draw four new cards, and shuffle the previous one back into the deck.

- Close the Adventure Journal and start the Combat.

N61

If **token A** is in **slot V**, go to Script N86.
Otherwise, read on:
"This was an impressive feat!" the pirate admits. "You have practically saved my life! I guess we're even now!"
As you leave the ruins, you see the rest of his crew, leading the tied uncle.
"Let the guy go free," says the rescued pirate. "This tamer here has helped me out. We need to honor that."
His fellow pirates nod and gratefully cut the uncle's ties. Both Tom and Frederic are free! You sigh with relief as now you can escort your companions back to town. When you have completed all your business, you can meet in the tavern.

- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N62

It is time to escort Tom and his uncle back to town. When you have completed all your business, you can meet in the tavern.

- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N63

The sounds are seemingly moving closer toward the entrance to the cave. Has the noisemaker suddenly taken an interest in you? How about you sing another line?

Choose one:

- *Away you go, no chance for kiss* – go to Script N45.
- *Pour me some and give a kiss* – go to Script N48.
- *Away, you scum and shut up, please* – go to Script N73.

N64

If **token A** is in **slot V**, go to Script N86.
Otherwise, read on:
"This was an impressive feat!" the pirate admits. "You have practically saved my life! I guess we're even now!"
As you leave the ruins, you see the rest of his crew, leading the tied uncle.
"Let the guy go free," says the rescued pirate. "This tamer here has helped me out. We need to honor that."
His fellow pirates nod and cut the uncle's ties. Tom and Frederic are finally free. You sigh with relief as it is time to escort your companions back to town. When you have completed all your business, you can meet in the tavern.

- Place **token A** in **slot IV**; *you've rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N65

"Aye!" the sailor shouts. "Of course, I know it. I remember now. It goes like this..."
The sailor clears his throat and sings:
"A pirate's life
so lousy is
Pour me some
And give a kiss."

- Go to Script N6.

N66

If 5 are in front of you, go to Script N71.
If 4 are in front of you, go to Script N53.
If 1 is in front of you, go to Script N87.
Otherwise, read on:
The sea is getting rough, and the wind is picking up. You begin to fear that soon enough it will be impossible to sail.

- Place a in front of you.
- Place **Secret 83** face down in the Event slot. Set to 2.
- Continue the Exploration.

N67

You smile encouragingly and try to convince the pirates to accept money for the release of the boy.

- Perform the Test.

When you have 3 👁: The Test ends immediately. Resolve the matching outcome.

8 or less	*The pirates release the boy for a small price.*	Discard 2 Items or 2 Silver. Go to Script N70.
9	*The pirates yield and release the boy.*	Go to Script N70.
10 or more	*The pirates are impossible to convince. They take all you have, but let you go.*	Discard all Silver. Discard all Items. Go to Script N70.

N68

You quickly slip away, taking Tom and Uncle Frederic with you. It is time to escort both of them back to town. When you have completed all your business, you can meet in the tavern.

- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N69

For the Drosithia, frosty air and slippery ice surfaces are the natural environment. She fights with dance-like agility, besting your mystling in every clash and when it falls down for the fifth time, the Drosithia screeches with contempt, spreads its wings, and flies away.
You must leave the ruins because the victorious Drositha may return any minute. As you retreat, thoughts swirl in your head. You are embittered by the fact that the fight is lost, but... On the other hand, you are one of the few living people who have actually seen a Drositha and its fighting style. It is still quite a story to tell.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Drosithia* divider:** Add card **188** a-side up to the Mystlings Encyclopedia.
- Add a **Drosithia** Tier card to the Random Combats.
- Clear the Arena.
- ⌛.
- If **token A** is in **slot VIII**, go to Script N68.
- If **token B** is in **slot VIII**, go to Script N75.

N70

The time has come to return to town. For a while, you watch the pirates who set sail and depart in the opposite direction. Once they are gone, you decide to take Tom and his uncle home. After all your business is completed, you can meet in the tavern.

- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N71

You have lingered for too long, and a mighty storm rocks the sea. No one is able to sail in such deadly conditions. You barely manage to escape the ferocious waves and reach the haven at the last possible moment.

If **token A** is in **slot VI**, **read:** *You have discovered that the haunting voices were being uttered by a flock of Eftuses and from now on, the townsfolk will be able to sleep again.*

If **token A** is in **slot IV**, **read:** *You were the only one brave enough to face the vicious elements and the haunting voices, and you succeeded. Thanks to your effort, Tom, the missing boy, has been reunited with his uncle.*

Otherwise, read on:

All things considered, you don't feel you have wasted your time. You have proven without a shadow of a doubt that the mists of the archipelago do not hide another portal, but it hurts to think that you haven't found the boy. Also, many other secrets of the archipelago will remain unknown to you.

Anyway, it is time to continue the search elsewhere.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 17** to **Explored**.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

N72

No, it is the wrong song. Nothing is happening around the entrance to the cave.

- ⌛.
- Continue the Exploration.

N73

No, it can't be the right song. The sounds fade and again you hear them from a certain distance.

- ⌛.
- Continue the Exploration.

N74

You hesitate for a second but decide to tell him the truth. You say that all those eerie phenomena such as the great clouds of fog and the strange voices may mean that a dimensional portal has opened here. It seems, however, that those occurrences are not connected.
"No weird things happen here," the hermit confirms. "But I sometimes find these. Look."
There are mystling treats on his outstretched hand.
"Juicy, eh? Wanna give them to your creatures?"

- Gain 2 .
- Continue the Exploration.

N75

You manage to flee the ruins, but your relief is short-lived. There is a party of pirates coming your way. They are leading the tied uncle.
"Long time no see," their leader shouts. "Oh, and you have found the boy. Lovely. Time to make good on your word!"

Choose one:

- **Give them the found eggs** (requires **Secret 82**) – go to Script N79.
- **Buy the boy out** (requires at least 2 Items or at least 2 Silver) – go to Script N67.
- **Tell them you have nothing to offer** – go to Script N82.
- **Call the coast guard** (requires **token A** in **slot V**) – go to Script N88.

N76

It is not the right song. Nothing is happening around the entrance to the cave.

- ⌛.
- Continue the Exploration.

N77

"I have a special deal for you," the bartender whispers. "Only for you! It will not happen again any time soon, so make up your mind and grab your pouch!"

Choose one:

- **Use the bargain** (spend 3 Silver) – draw 5 Equipments, gain 1 of them, and discard the rest. Place **token A** in **slot III**. Go to Script N1.
- **Leave it out** – go to Script N1.

N78

It seems that the Eftuses were responsible for the nightmare the innocent townsfolk of Drosibay went through. Now that you have chased the mystlings away, the townsfolk will be able to sleep as long as they want to. Not a bad thing in these difficult, ominous times.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Eftus* divider:** Add card **193** a-side up to the Mystlings Encyclopedia.
- Add an **Eftus** Tier card to the Random Combats.
- Clear the Arena.
- Place **token A** in **slot VI**; *you managed to silence the voices.*
- Continue the Exploration.

N79

"Fair enough," the leader of the pirates says. "We are true to our word. Give us the eggs and let us go."
It is time now to escort the boy and Uncle Frederic back to town. When you have completed all your business, you can meet in the tavern.

- Discard **Secret 82**.
- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N80

If **token A** is in **slot VIII**, go to Script N85.
Otherwise, read on:
"Here." The coast guard officer gives you a primitive flare launcher. "Take it just in case."
You inspect the thing and promise to set it off when you find any suspicious activity.
"And we will come to your aid as fast as we can," promises the officer.

- Place **token A** in **slot V**; *you gained help.*
- Continue the Exploration.

N81

You have bonded with the Eftuses. The days of their erratic songs are over, and the townsfolk will be able to sleep better. In these difficult, ominous times it is quite a win.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Eftus* divider:** Add card **193** a-side up to the Mystlings Encyclopedia
- Add card **192** b-side up (from your play area) to the Mystlings Encyclopedia.
- Place cards **190** and **194** with all the Eftus Action cards (6) behind the *Party* divider.
- Place card **191** behind the *Removed* divider.
- Clear the Arena.
- Place **token A** in **slot VI**; *you managed to silence the voices...*
- Continue the Exploration.

N82

"This is not what we agreed upon!" the pirate leader yells angrily. "Get 'em, lads!"
The pirates grab their weapons and charge, screaming. You dodge a few blows, parry another, and push one opponent to the ground. In the corner of your eye, you see Tom and his uncle run to the boat. You hit one more assailant and dash after them.
You reach the boat in time. It is time to escort Tom and his uncle back to town. When you have completed all your business, you can meet in the tavern.

- Gain 8 💥.
- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N83

"Sorry," he adds. "I hardly had any sleep last night. It's those voices, you know? They plague us at night and also in the daytime. They have no meaning, they are just sounds or maybe distorted words, but who knows? Maybe it is an ancient language of demons or what? It scares us and keeps us awake all night."
You ask him when the voices started, and he scratches his head.
"It was shortly after that ship arrived. Don't ask me what ship because she has never moored in Drosibay. A two-master, that's all I know. She was seen by a few locals, and then she disappeared among the islands, although it is damn risky to do that these days. Now, what can I get you?"

Hint! *Mysterious voices began haunting the citizens soon after the ship appeared.*

- Go to Script N7.

N84

Wild Eftuses are a mistrustful lot and very little is needed to make them flee. You have no idea what you have done wrong, but the mystlings suddenly turn and run away, making scared noises. You see them hide in the cave and you know that nothing will attract them back out.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Eftus* divider:** Add card **193** a-side up to the Mystlings Encyclopedia.
- Add an **Eftus** Tier card to the Random Combats.
- Clear the Arena.
- Place **token B** in **slot VI**; *you have failed to silence the voices.*
- Continue the Exploration.

N85

You inform the coast guard about the pirates' latest whereabouts. It isn't certain whether they will stay there for long, but the officer is thankful and appreciates your effort.
"Here," he says. "This is for your work."

- Gain 1 Silver.
- Place **token B** in **slot V**; *you gained a reward.*
- Continue the Exploration.

N86

The rescued pirate is running down the beach and waving to his crew. It is the last moment to set off the flare and call the coast guard.
Their schooner must have been patrolling the local waters because she appears almost immediately. There is a line of crossbowmen at the bow, and the pirates lose their hearts and strike the flag. The danger is over.
"Good job." The captain of the coast guard shakes your hand. "Thank you! And here is something for your trouble!"
You sigh with relief as now you can escort your companions, Tom and his uncle, back to town. When you have completed all your business, you can meet in the tavern.

- Gain 1 Silver.
- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N87

The weather is getting stormier and stormier, and the wind has visibly picked up. You can set another sail and speed up which will be dangerous. If you don't feel like taking too much risk, you can continue sailing at the same pace.

- Place a in front of you.
- Place an in front of you; *The sailing is increasingly more and more dangerous. You can sail slowly and maneuver among rising waves or shoot forward, climbing each of them.*
- Place **Secret 83** face down in the Event slot. Set to 2.
- Continue the Exploration.

N88

Unnoticed, you prepare the flare launcher and send a flaming missile high into the sky. It quickly draws the attention of the coast guard ship which must have been patrolling these waters. There is a line of crossbowmen at the bow, and the pirates do not even attempt to flee. They lose their hearts and strike the flag. The danger is over.
"Good job." The captain of the coast guard shakes your hand. "Thank you! Here is something for your trouble!"
You're overjoyed. You hug Tom and Uncle Frederic and you all agree to meet in the tavern.

- Gain 1 Silver.
- Place **token A** in **slot IV**; *you rescued the boy.*
- Move the standee to the island in the bottom right corner of **Map 51** (with Scripts N15, N20, N10, N3).
- Continue the Exploration.

N89

The townsfolk all around you are cheerful, and everyone is enjoying the moment. The general atmosphere speaks of calm and relief so their last night must have been peaceful for the locals. You tell everyone the story of the Eftuses who tried to mimic a popular sea song:
"A pirate's life
so lousy is
Pour me some
And give a kiss."
"It makes sense!" a patron shouts and looks around. "Doesn't it? Those voices began to torment us AFTER we had seen the ship."
"So those Eftuses heard the song of the passing pirates and started mimicking it," another one joins. "Albeit awkwardly."
Shouts of relief and happiness ring out, and some people begin to cheer. In the growing din. Tom's uncle comes up to you.
"Thank you one more time for saving my nephew," he says and shakes your hand.
Deep inside, you feel relieved for one more reason. You are certain now that all those eerie phenomena were just a coincidence, and there is no new portal anywhere in the archipelago.

- Gain 2 Silver and 1 Equipment.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 17** to **Explored**.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

N91

"Trade?" The pirate leader smiles, but the smile doesn't reach her eyes. "Of course. If it's profitable, that is."

You may discard 3 Items to draw 1 Equipment.
You may spend 2 Silver to draw 1 Item.

- Go to Script N32.

N92

The sea is getting rougher and rougher, and suddenly, you realize what a risk it is to sail on a damaged boat. It is already full of water due to those cracks in the planking. Your arms already ache from constant drawing when one of the ropes snaps, and the boat tilts dangerously. The uncle springs up to fix the damage.

"Hard-a-port!" he yells.

You're confused. You know next to nothing about sailing.

"Grab the rudder!" the uncle shouts. "And push it to the left!"

That you understand. You jump up to catch the rudder, but then another rope snaps, and the boat rocks violently. Unfortunately, the boat's sudden lurch sends one unprepared mystling overboard. The creature gives a frightened cry and disappears among the waves with a splash.

Without a moment of hesitation, you spring up and dive. The water is murderously cold, but it doesn't matter to you nor does it stop you from reaching the drowning mystling. You catch it and surface with a desperate effort. A few heartbeats later, you notice the side of the boat, and the uncle, again in control of the vessel, helps both of you crawl aboard.

- ⌛.
- Draw 3 Items. If any of these cards have 👁, gain 10💥. Otherwise, gain 5💥.
- Discard a ⭕ from **Secret 84**.
- Continue the Exploration.

N93

"We are looking for my nephew," the uncle explains. "His name is Tom, and he is a nimble, young man, and a promising sailor to it. He went overboard and I must find him."

"No." The hermit shakes his head. "Never seen anyone like that. Well, to be honest, I don't see many people around here. All right, someone may have knocked on my door recently, but not as insistently as you. And, since you are here, want some tea?"

- Heal 2.
- Continue the Exploration.

N94

If **token A** is in **slot VI**, go to Script N89.

Otherwise, read on:

"My Tom is safe and sound back on the shore," the uncle says. "I can't thank you enough."

You shake his hand and smile. It is always good to help other people in trouble, but deep inside, you are not entirely pleased with yourself. You wish you had solved the mystery of the voices, but at least you know now that all those ominous signs that the locals told you about do not mean there is a portal somewhere among the islands. Quite relieved, you may continue your exploration someplace else.

- Gain 1 Silver and 1 Item.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 17** to **Explored**.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

N95

"Mate." The pirate scratches his head. "We sing a lot of songs, and this one... Yeah, I used to know it, but I have forgotten all but two lines. But we sing another one quite often these days!

"My father's knife
So sharp it is
Stop waving it
Don't toss it, please."

- Go to Script N32.

N96

You find the way to the edge of the cliff where you can hear a young man's voice calling, still clear but feeble.

"It's him!" the uncle yells, his hope renewed. "Tom? Are you all right?"

"Uncle!" Tom responds from down there. "What a relief!"

You lean out to see Tom's rope dangling stiffly above the waves. The cliff below the edge is frozen, and so is the rope.

"I've entered this ice cave!" Tom continues. "And my rope has frozen all over. My hands slide! I can't crawl up, or I will fall into the water!"

- Go to Script N42.

N97

– Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

9 or less	*You try to descend slowly, but your foot slips. At the last moment, you grab a rock ledge, which allows you to enter the cave.*	. Gain 1 Fatigue. Gain 7 . Go to Script N101.
10	*You carefully descend, and you are almost there when your hand slips. You instinctively jump into the cave.*	. Gain 1 Fatigue. Go to Script N101.
11	*You go down very slowly and very carefully.*	Go to Script N101.
12 or more	*As you descend, the ledge you're resting your feet on breaks off. Battered and shocked, you land on yet another ledge.*	. Gain 1 Fatigue. Gain 7 . Go to Script N101.

N99

"On the land, the Fales are rather timid creatures," the uncle explains. "They will not interact with you unless... Well, they love to chew pieces of smelly driftwood. You may attract their attention if you show some appropriate pieces."

It is worth trying so you spend a moment wading in the shallow water to find some driftwood.

– Place **token A** in **slot VII**; *you've found something interesting.*
– Continue the Exploration.

N100

"There are four major islands in the archipelago named after animals they resemble," the uncle begins. "If we are to find the boy, we must begin with Swordfish Island, because it is where my boy fell overboard. He may be injured, ill, starving or all of it, so we must hurry. Otherwise, I would never recommend sailing too close to that wretched place. All those haunting voices seem to be coming from there, you know?

Then, we also have Sleeping Crab Island, but few have ever set foot there, Porpoise Island which is mist-shrouded most of the time, and Turtle Island where the Fales are often seen.

Hint! *The uncle said that it is a good idea to start the search for the boy at Swordfish Island.*

– Go to Script N16.

N101

You manage to enter the cave and slowly make your way forward. The sounds are getting louder with every step, and although they are distorted by echo, you get the impression that a group of individuals are awkwardly trying to sing a song. Finally, you reach the heart of the cave and, indeed, there is a flock of Eftuses, all of them wearing shoes on their heads, fully focused on repeating the same pattern of sounds over and over again.

You begin to understand the core of the problem. The uncanny properties of the cave magnify their awkward singing, and the sounds, distorted by echo, mists, and distance, reach the town to haunt its folk. The Eftuses are seemingly not aware of the nuisance they have become so you must chase them away to put an end to people's suffering.

Setup Combat:

- **Arena:** card **51**, map **1**.
- **Enemy Eftus:** cards **190**, **191**, and **192**.
- 2 **Major Corruption: C**.

– Close the Adventure Journal and start the Combat.